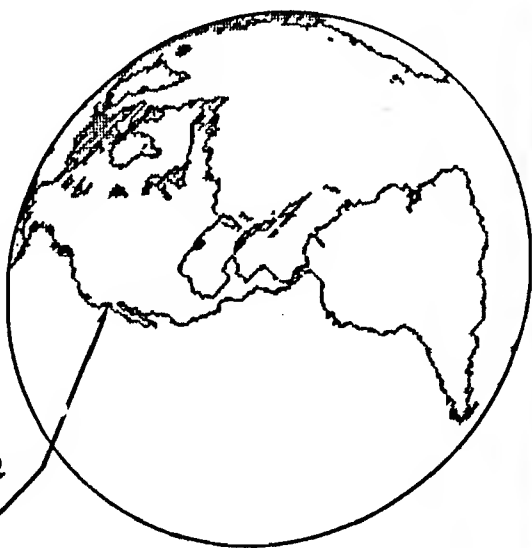




DIPLOMACY WORLD



Dipcon XXII
North American Diplomacy Championship
San Diego, California
July 28-30, 1989

#55
SUMMER
1989



/2/ DIPLOMACY WORLD is a quarterly publication dealing with the game of Diplomacy. Subs are US\$15.00 in North America (4 issues per year), including first class postage. Single copy price is US\$4.00, postpaid. Overseas subs are US\$20.00 by surface mail and US\$40.00 by airmail. All prices are in US dollars and exclusive of any bank or currency charges. Make checks payable to DIPLOMACY WORLD or IDS and mail to DIPLOMACY WORLD, Box 8399, San Diego, California, 92102, USA. Allow 6-10 weeks for delivery of all orders. Subs begin with the current issue if available. Materials for the magazine should be sent to Larry Peery at the above address. We can usually be reached by telephone during the early afternoon or on the weekends. No phone calls before 1000, local time, please. Our phone number is 619-582-2904.

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Subscriptions received by the 10th of the month of issue (January, May, August, and November) begin with the current issue, if still available. Others begin with the following issue. Selected back issues, and other Diplomacy publications, are available. Ask for a copy of our Book and Gift Catalog.

DIPLOMACY WORLD was founded in 1974 by Walt Buchanan as a service to the Diplomacy hobby at large and as a publication of record for hobby statistics and other data. DW is dedicated to the goals of covering the entire spectrum of hobby affairs and to printing the best original materials on the game and hobby which are available. DW is an Institute for Diplomatic Studies publication.

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PUT

t contest follows,
 much learned dust
 lives the combatants."

William Cowper

must consider every man your enemy
 speaks ill of your king; and ...
 must hate a Frenchman
 ou hate the devil."

Horatio, Viscount Nelson

y avail myself of the opportunity
 enying once more the truth of the
 y that Prince Bismark had ever
 ned Lord Salisbury to a lath of
 painted to look like iron."

Bismark

BER: THE DEADLINE FOR THE NEXT
 IS 1 OCTOBER!

INTRODUCTION

Well, summer is about over and so is
 DIPCON XXII. Thanx, God!

This issue of DW is devoted to DIPCON XXII
 because it was, I feel, the premier hobby event
 of 1989, just as DIPCON XIX was in 1986 when we
 decided to feature that event in a theme issue.
 You can decide for yourself whether you agree
 with my assessment or not after you read this
 issue. Either way, you will agree that DIPCON
 XXII was one of the most interesting DIPCONs of
 recent years.

Each person who attended DIPCON this year
 will receive a copy of this issue of DW. I hope
 many of them will comment on the event and the
 issue; and those comments will appear in DW #56,
 if I get them on time.

In addition to our second look at DIPCON
 XXII; we'll be looking at DW and the state of
 the hobby in general next issue. If you have
 comments on either; please send them in. I've
 enclosed a questionnaire that I hope you'll take
 a few minutes to fill out and return to me.

Please note that the next issue of DW will
 follow this one very closely, probably in 6
 weeks or so, so be sure to get your materials
 for that issue in soon! Keep in mind that we're
 especially looking for reports on this summer's
 Diplomacy cons.

I've now completed four years as DW's pubber
 and that's a record. And, had all gone according
 to plan, this was supposed to be my last issue.
 Unfortunately, that is not to be the case. The
 results of this year's Runestone Poll are out
 and DW dropped to thirty-sixth. That's not a
 big surprise to me. It was part of the price
 we paid to host DIPCON, not to mention some of
 the other problems I've had to cope with in the
 past year. I'm now faced with making some tough
 decisions regarding DW's future and my role, if
 any, with the zine. That's another reason the
 questionnaire is important. I want your input.
 We'll discuss it in the next issue and by winter
 I should make up my mind.

For me the joy of DIPCON XXII was to see
 people do what they do well---having a good time
 playing Diplomacy and socializing with other
 hobbyists. I shared your triumphs and your
 disappointments through it all. And those are
 memories no one can ever take away from me.

Thanx.

IMPORTANT NOTICE

Check your mailing label to see if a #55 is on
 it. If it is your sub lapses with this issue.

Oh, Canada?

One of the more interesting reviews of DIPCON XXII to appear yet was published in Francois Querrier's PASSCHENDAELE, a zine that certainly lives up to its name-sake's legacy. Francois, in his usual style, wrote up a Con review based on input from an informer. It took about 2 minutes to figure out who that was, and an even shorter phone call to confirm it. Anyone who reads PASSCHENDAELE knows that Francois has been after me, and DW, for a long, long time. So it's no surprise that he would damn DIPCON as well. I've been ignoring him, and his zine, for just as long as he's been harassing me --- a fact that must really gall him; since if there is anything he can't stand, it's being ignored.

You may wonder why Francois has been after me, and DW, and now DIPCON? It all goes back to when he resumed publishing his zine after an exceptionally messy fold some years ago. He expected the hobby to welcome him back with open arms no doubt, although whether he saw himself as the Prodigal Son or his return as the Second Coming is something I still haven't figured out. He wrote me seeking a favorable review and mention of his game openings in DW. I responded bluntly, telling him that if kept his nose clean for a year; then I would consider reviewing his zine, after he squared away his past debts, etc. I've told other, returning publishers the same thing; and I will continue to do so.

And so it started. He went after me, and DW, at every chance he got. He sent me, as he has others no doubt, pages and pages of his magazine; all filled with gossip, rumors, innuendoes, and lies. He's good at it, no doubt. PASSCHENDAELE came in sixth in this year's Runestone Poll (a fact he took great delight in pointing out to me, I'm sure); while DW only came in thirty-sixth (which I'm sure delighted him even more). To me that says less about Francois and his zine than it does about the hobby's current values, or lack thereof.

Francois wasn't satisfied with trying to get me to respond to his nonsense. He had to go out and stir up as many members of the Canadian hobby as he could against me and DW. The amazing thing is that some, not all, people fell for it; and they started in on me. Well, I tried to nip that in the bud, and I hope I have.

The final straw was the DIPCON review that Francois wrote on information he got over the phone from his "informant." So, of course there is no way to prove who actually said what, or what they really meant. The informant told me that he didn't expect Francois to reprint what he was told. At the same time he told me that he knew Francois was taking notes on their conversation. Somebody must think I'm awfully stupid.

Francois has always made a big deal about people having the right to respond in his zine. Why would anybody want to climb down in the mud with him? I certainly don't. Nor do I intend to waste thirty cents to send him a copy of this. One of his informants can call him and read it to him, or send him an anonymous copy all marked up in yellow marker. Nor do I intend to give him the right of reply in DW.

I am sure some people have enjoyed his drivel. There's a sadistic streak in many hobbyists. No matter how good or worthwhile something is, there's always room for a little dig or a big stab. Just in fun, of course. It's a pity that the people in this hobby who indulge in this kind of behaviour, or both sides of the border, aren't as good at working as they are in giving free advice to others. It's amazing to me how many people are willing to tell me how to do my job, but aren't around when there's work to be done.

I spent a week thinking about whether I wanted to write this editorial or not, and if I did, how I wanted to word it. My first inclination was not to. And then I tried to find some way positive to put it. Didn't work. Although it may be unpleasant for me to write and you to read I did it because it was the right thing to do.

So all I have to say to Francois is get off my case, get off DW's case, and get your facts right; and then maybe I'll review PASSCHENDAELE, but don't hold your breath. As for his informant, it's a pity he didn't have the guts to send in his comments for this issue, where they belong, and save me some work.

LARRY PEERY



DIPCON XXII



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A PURPOSE
(SERIOUSLY)"**

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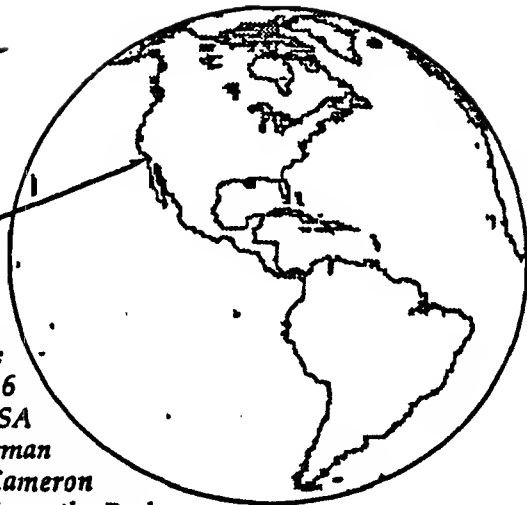
27 - 31 JULY

1989



Dipcon XXII

North American Diplomacy Championship
San Diego, California
July 28-30, 1989



Dipcon Administrative Committee:

Post Office Box 8416
San Diego, CA 92102, USA
Larry Peery, Chairman
Ron Cameron
Kenneth Peel

Welcome!

Whether this is your first DIPCON, PEERICON, or CAMCON we bid you welcome. You have come from all over North America, and beyond, to be a part of this 22nd North American Diplomacy Championship. No less than four of us attended the last DIPCON held in San Diego, DIPCON IV, some eighteen years ago. We bid you a special welcome.

DIPCON has come a long way in the last quarter of a century and, as the years continue to roll by, no doubt even more exciting DIPCONs lay ahead. This year's event promises to be one of the most exciting in recent years for many reasons. Once again we will choose between whether DIPCON should remain an exclusively DIPLOMACY event, or whether we should link up with a major gaming convention. We will decide if, and where, the second WORLD DIPCON will be held in North America next year. The traditional DIPCON format has been radically revised this year to include a greater variety of DIPLOMACY gaming events. And, above all else, we have assembled one of the finest collections of players ever to gather anywhere, any time.

But DIPCON, from the beginning, has always been more than just another gaming event. As important as the games are --- and who would deny that that's why we are here --- the socialization aspect of DIPCON is equally important. Here the hobby officials, the zine publishers, the gamemasters, and the players take on physical shapes. Names become people. Myths become flesh and blood.

So, play your hearts out, talk your tongues off, and enjoy yourself to the max; that's what DIPCON is all about.

LARRY PEERY
RON CAMERON
KEN PEEL

GENERAL INFORMATION

REGISTRATION & INFORMATION

Foyer - De Anza Room
 Friday, July 281800 - 2200
 Saturday, July 290800 - 0900
 Sunday, July 300800 - 0900

EXHIBITS

De Anza Room - San Diego/Town & Country
 Friday, July 281800 - 0000
 Saturday, July 290800 - 0000
 Sunday, July 300800 - 0000
 Monday, July 310800 - 1200

TOURNAMENT EVENTS

Friday, Saturday, & Sunday, July 28 - 300900 - 0000
 Refer to daily program schedules for events and room assignments.
 Registrants are invited to visit the De Anza Room between events
 to review exhibits.

OTHER GAMING EVENTS

Friday, Saturday, Sunday, & Monday, July 28 - 310900 - 0000
 Refer to daily program schedules for events and locations.
 Registrants are invited to visit the De Anza Room between events
 to review exhibits.

SPECIAL EVENTS

- * House Warming Party, 6103 Malcolm Dr., San Diego
 Thursday, July 271900 - 2200
- * Registration, Archives Display, & Open House,
 6103 Malcolm Dr., San Diego
 Friday, July 280900 - 1700
- * Ladies Only Event - San Diego/Town & Country
 Friday, Saturday, & Sunday0900 - 0000
- * Flea Market, De Anza Room - San Diego/Town & Country
 Sunday, July 300800 - 0900
- * DIPCON Society Meeting - Adobe & El Camino Rooms
 San Diego/Town & Country
 Sunday, July 300900 - 1000
- * Awards Banquet, Sunset Room - San Diego/Town * Country
 Sunday, July 301900 - 2200

BE SURE TO CHECK THE BULLETIN BOARD AT THE REGISTRATION
 DESK AREA EACH DAY FOR ANY CHANGES IN EVENT SCHEDULES,
 LOCATIONS, ETC.

IN MEMORIAM

In my heart of hearts I only know that I am far from sure when I am acting and when I am not, or should I more frankly put it, when I am lying and when I am not. For what is acting but lying, and what is good acting but convincing lying?

Laurence Olivier

The world lost one of its great Diplomats just a few weeks ago, although I don't know for a fact that Laurence Olivier ever played, or even heard, of the game. If not it was our even greater loss. If he did, he set a standard of play that will stand for generations of future Diplomats.

One could, I think, put forward an analogy comparing his careers on the stage and screen, and as an actor and director, with parallel roles in the Diplomacy hobby and game. And, if you think about it, it's not as far-fetched a comparison as you might, at first, think.

But it is the memories he leaves us as a role-player and model that I want to mention. We often, in the hobby and game, talk about peoples abilities as players of certain Great Powers. "He's a strong England, or Russia; but a weak France; and horrible Turkey." How often have you heard that kind of comment? Or, "He's a rotten player, a terrible GM, and he spells terribly." I wonder why he sticks around?"

Olivier had the answer to the first. Fifty-eight films in fifty-five years, and countless performances on the stage tell it all. At one time or another he played all the Great Powers: MOSCOW NIGHTS in 1935; FIRE OVER ENGLAND in 1936; SPARTACUS in 1960; KHARTOUM in 1966; THE SHOES OF THE FISHERMAN in 1968; THE BOYS FROM BRAZIL in 1978; DRACULA in 1979; BRIDESHEAD REVISITED in 1981; WAGNER in 1983; and the others. His movie career spanned the Diplomacy board from one edge to the other. And in every performance he gave his best. Certainly a role model worth emulating.

My favorite Olivier performance was his 1965 film version of his stage role as OTHELLO, the only movie I have ever seen three times in three days. To this day, for me, it remains the standard by which I judge all performances on screen or stage by an actor. None has yet surpassed Olivier's performance as the Moor.

Olivier also had the answer to the second pundit. It was simple. He loved the theater above all else and, as long as he was busy in it, nothing else mattered. It didn't matter if it was a big role, or a small one; a big theater or a small one; a classic production, or a new one; a safe role, or a controversial one; as long as it offered him one more chance to perform on a stage and give, for one more time, his best performance yet. And when he couldn't be a Hamlet; he'd settle for being a ham. Only, perhaps, Helen Hayes could steal a scene better. But beyond all that he shared his love for the theater, creating new productions and new theaters to give others a chance for their moment of immortality. The National Theater was his crowning achievement and it lives on as his legacy. I had a chance to see several of their performances last summer. It does him proud.

So, as you move about during this DIPCON, lying, cheating, and stealing in search of your own title role as DIPCON champion, keep in mind that the spirit of Laurence Olivier is watching your performance. Style and class, that's what he would have told you. Style and class. That's what he gave us.

PRECONVENTION FUNCTIONS
THURSDAY, JULY 27

House Warming Party
103 Malcolm Dr., San Diego, CA (619-582-2904)

1900 - 2200



DIPCON HISTORY

- I (1966) DIPCON I held in Youngstown, OH, hosted by John Koning in his home, 31 August, 1966. No sequel was planned at that time.
- II (1969) DIPCON II held in the same location in 1969 because "...we had so much fun last time, let's do it again."
- III (1970) DIPCON III is hosted by Jeff Key in Oklahoma City, OK. It's still a house party.
- IV (1971) DIPCON IV held in San Diego, CA hosted by Larry Peery & Rod Walker. Games are held at the University of California, San Diego campus; 17 people crash in Peery's one bedroom apartment; a banquet is held; visitors from as far away as CO, IN, and Canada. Planning begins on a big event for the following year.
- V (1972) DIPCON V held at the Sherman House Hotel in Chicago, hosted by Len Lakofka. This was the first really national DIPCON and was a big boost to IDA. It was held in conjunction with a game show and featured a formal Diplomacy tournament, an awards banquet, and the first appearance by Allan Calhamer at a DIPCON. It was also the first of long series of DIPCONs held in the Chicago Loop (1972-1975).
- VI (1973) DIPCON VI held in Chicago, hosted by Len Lakofka.
- VII (1974) DIPCON VII held in Chicago, hosted by Len Lakofka, at the LaSalle Hotel.
- VIII (1975) DIPCON VIII, sponsored by Gordon Anderson, held in Chicago's Midland Hotel. Cash prizes "awarded" by Anderson to Tournament winners, but all the checks bounce. In 1976 Anderson announces plans which would force DIPCON to remain in Chicago permanently and then disappears from the hobby. Meanwhile, the hobby moves DIPCON out of Chicago.
- IX (1976) DIPCON Site Committee established by IDA as a body to select sites of future DIPCONs. Became the independent DIPCON Society in 1978. DIPCON IX held in Baltimore, MD, as part of ORIGINS II, sponsored by Avalon Hill, under a new plan to rotate the DIPCON site around North America.
- X (1977) DIPCON X held in Lake Geneva, WI, as part of GENCON, hosted by TSR.
- XI (1978) DIPCON Society becomes independent entity. Begins process of soliciting bids for future DIPCON sites. DIPCON XI held in Northridge, CA (near Los Angeles), as part of GLASCON.
- XII (1979) DIPCON XII held in Chester, PA, on campus of Widener College, as part of ORIGINS '79. New DIPCON Society Charter adopted, giving Administrative Committee more authority. Ben Zablocki won the tournament.
- XIII (1980) DIPCON XIII held at Oakland University in Rochester, MI as part of ORIGINS '80. Carl Eichelberger won the tournament.

- XIV (1981) DIPCON XIV held in San Mateo, CA, near San Francisco, as part of PACIFICON. Ron Brown, from California, won the tournament.
- XV (1982) DIPCON XV held on University of Maryland campus in Baltimore, MD, as part of ORIGINS '82. Konrad Baumeister.
- XVI (1983) DIPCON XVI is held in Cobo Hall in Detroit, MI, in conjunction with ORIGINS '83. Allan Calhmer participates. Donna Balkan wins the title.
- XVII (1984) DIPCON XVII is held with ORIGINS '84, hosted by the DFW Gamesters. Jeff Key wins the tournament. After years of complaints about second-class treatment by ORIGINS staff, the DIPCON Society decides to go its own way and host a Diplomacy event for Diplomacy players and run by Diplomacy hobbyists.
- XVIII (1985) DRAGONFLIGHT, a major regional gaming event, hosts DIPCON XVIII in Seattle. J.R. Baker wins the tournament.
- XIX (1986) MARYCON, a local Diplomacy event, hosts DIPCON XIX at Mary Washington College, in Fredericksburg, VA. Malc Smith wins the tournament.
- XX (1987) MADCON, a group of local Diplomacy fans, hosts DIPCON XX at the University of Wisconsin campus in Madison. Event sets a new record for beer consumption at a Diplomacy event. David Hood wins the title.
- XXI (1988) DIPCON XXI expands to four days at a San Antonio, TX hotel site, hosted by the D.O.T.S. Dan Sellers wins the tournament.
- XXII (1989)



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<u>DIPCON</u>	<u>YEAR</u>	<u>HOST</u>	<u>SITE (CHAMPION)</u>
I	1966	John Koning	Youngstown, OH
II	1969	John Koning	Youngstown, OH
III	1970	Jeff Key	Oklahoma City, OK
IV	1971	Larry Peery	San Diego, CA
V	1972	Len Lakofka	Chicago, IL
VI	1973	Len Lakofka	Chicago, IL
VII	1974	Len Lakofka	Chicago, IL
VIII	1975	Len Lakofka	Chicago, IL
IX	1976	Fred Davis	Baltimore, MD
X	1977	ORIGINS III GENCON	Lake Geneva, WI
XI	1978		Los Angeles, CA
XII	1979	ORIGINS V	Chester, PA (Ben Zablocki)
XIII	1980	ORIGINS VI MICHICON	Detroit, MI (Carl Eichelberger)
XIV	1981	ORIGINS VII PACIFICON	San Mateo, CA (Ron "CA" Brown)
XV	1982	ORIGINS VIII ATLANTICON	Baltimore, MD (Konrad Baumeister)
XVI	1983	ORIGINS IX MICHICON	Detroit, MI (Donna Balkan)
XVII	1984	ORIGINS X DFW Gamesters	Dallas, TX (Jeff Key)
XVIII	1985	DRAGONFLIGHT	Seattle, WA (J.R. Baker)
XIX	1986	MARYCON	Fredericksburg, VA (Malc Smith)
XX	1987	MADCON	Madison, WI (David Hood)
XXI	1988	D.O.T.S.	San Antonio, TX (Dan Sellers)
XXII	1989	PEERICON IX CAMCON	San Diego, CA

268-2880

WE COPY

Dwayne E. Cook
Manager

5375 Kearny Villa Rd., San Diego, CA 92123

DAILY PROGRAM
FRIDAY, JULY 28

- 1900 - 1700 REGISTRATION
6103 Malcolm Dr., San Diego, CA
- 000 - DEDICATION CEREMONY FOR THE DUCK WILLIAMS MEMORIAL HALL
6103 Malcolm Dr., San Diego, CA
- 100 - 1600 ARCHIVES DISPLAY
6103 Malcolm Dr., San Diego, CA
- 300 - MYSTERY EVENT ROUND ONE*
6103 Malcolm Dr., San Diego, CA
- 800 - 2200 REGISTRATION
Foyer - De Anza Room, Town & Country Hotel
- 800 - 0000 EXHIBITS
De Anza Room
- 800 - 0000 VARIANT DIPLOMACY DIVISION*
Adobe & El Camino Rooms, Town & Country Hotel
- 800 - 0000 COMPUTER* GUNBOAT* NOVICE, NORTH AMERICAN DIPLOMACY BOARD EXAM*
Mes Room, Town & Country Hotel



DIPCON XXII: A WHOLE NEW BALL GAME

No matter how much Diplomacy you've played in the past, or how many DIPCONs you have attended in years gone by; this year it's a whole new ball game. Instead of the traditional non-stop, orgyastic rite of manhood initiation and tribal sacrifice that we've all experienced in the past where Dippers gathered and played game after game to the point of individual and collective physical, emotional, and mental exhaustion; this year we've programmed something different.

Whether our program this year will be a success and something that sets a new standard for future DIPCONs; or whether DIPCON XXII will, in years to come, be known as the Year of the Peeristic Heresy; only time will tell. But, for now, I urge you to relax and enjoy yourselves and be prepared to let your Diplomacy experiences go where few Dippers have gone before.

This year's DIPCON is not modelled on past DIPCONs, although I have drawn some ideas from other events (e.g. the wooden block awards from DIPCON XIX, a concern for the family's role in the event from DIPCON XXI, the team competition from WORLD DIPCON I, etc.). Rather, this DIPCON draws its inspiration from past Decathalons, an event that dates back to the original Olympics and which, even today, remains one of the premier events of the modern Olympics. I, myself often found myself thinking as I watched the performances on and off the field of the participants from the UK and Germany that I was watching a two man duel that reenacted the physical, emotional, and mental conflicts of The Great War. Daley Thompson and Heinz Jergen were, one on one, what millions vs. millions were across the Western Front. Their track and field events were the Somme, Marne, and Verdun of a generation gone by.

And now we have DIPCON XXII.

This year's over-all championship title will be determined --- not by the results of any single event --- but by the results of a series of different events, each one testing each Diplomat in a new way.

Traditional Diplomacy --- the conflict of seven individuals struggling across the gameboard for mastery of Europe, or eighteen black dots --- has given way to a whole new concept: that of the multi-faceted and multi-dimensional marathon-like event. No longer will mastery of the game's tactics, strategies, and diplomatic techniques be enough. Individual competition, and team work, application of basic Diplomacy principles to new scenarios, cooperation with the computer, competition with the clock, and more; are all elements of this year's DIPCON championship events.

And thus instead of one event this year's DIPCON consists of no less than four different major divisions: Individual, Team, Variant, and Computer Diplomacy; each offering its own unique approach to the game in substance and style.

But Diplomacy, as its affectionados know, is more than just strategy, tactics, and diplomacy. There is also the element of surprise; and that's where the Mystery Event division comes in. No one knows what it will be, but the same basic elements will be there.

And knowledge of the hobby and game is important as well, and booklearning has its place. As Sarte (It was Sarte, wasn't it?) said, "He who does not learn from the past is doomed to repeat it." No, doesn't sound like Sarte. Must have been Santayana. Or maybe Shakespeare. He said it all.

And there is the Gunboat Diplomacy division, the last of the three minor events. In Diplomacy, like in diplomacy, sometimes knowing when to say nothing is more valuable than knowing when to open one's mouth. To play without the ability to communicate directly with one's allies --- and enemies --- is important. And, in the next Great War, it may be vital. The US Government has spent tens of billions of dollars to create the WWMCCIS to make sure we can do just that. And it doesn't work. DIPLOMACY WORLD has spent pennies creating a similar system for the world-wide Diplomacy network which, in a year, has grown from three to fifteen national members. It works fine. Perhaps the best, last hope, of mankind would be an old-fashioned

pigeon coop on the roofs of the White House and Kremlin, each filled with pigeons that know only one destination, home.

And so this year it's a whole new ball game. Not since the aluminum bat hit the big time has there been such a fuss. Don't bet on it, unless you're a Pete Rose.

Your questions, before and during the tournament; and your evaluations, afterwards; are most welcome. Anything as ambitious as this year's program is bound to have flaws in it. Discovering them and correcting them for the future is part of the on-going process of improving DIPCON. If we have helped to do that; then our efforts will have been worthwhile.



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(619) 291-1668

DAILY PROGRAM
SATURDAY, JULY 29

0800 - 0900 REGISTRATION
Foyer - De Anza Room

0800 - 0000 EXHIBITS
De Anza Room

0900 - 1700 TEAM DIPLOMACY DIVISION*
Adobe & El Camino Rooms

0900 - 1700 COMPUTER*, GUNBOAT*, NOVICE, NORTH AMERICAN DIPLOMACY BOARD EXAM*
Mesa Room

1800 - 0000 KREMLIN TOURNAMENT
Mesa Room

1800 - 0000 INDIVIDUAL DIPLOMACY DIVISION: ROUND ONE
Adobe & El Camino Rooms

0000 - Cards
To Be Announced



DAILY PROGRAM
SUNDAY, JULY 30

- 0600 - 0700 DIPLOMACY AIR POWER DISPLAY
Meet in parking lot on north side of the Convention Center
- 0800 - 0900 REGISTRATION
Foyer - De Anza Room
- 0800 - 0900 FLEA MARKET
Mesa Room
- 0800 - 0000 EXHIBITS
De Anza Room
- 0900 - 1000 DIPCON SOCIETY MEETING
Adobe & El Camino Rooms
- 1000 - 1800 INDIVIDUAL DIPLOMACY DIVISION: ROUND TWO*
Adobe & El Camino Rooms
- 1800 - 1900 MYSTERY EVENT ROUND TWO*
To Be Announced
- 1900 - 2200 AWARDS BANQUET
Sunset Room
- 1200 - 0000 OPEN GAMING
Mwaa, Adobe & El Camino Rooms



DEFENDING THEIR HONOR

DIPCON winners are a funny breed but each one of them has earned the right to call him or herself a champion. And over the past 21 years the DIPCON tournament winner has become recognized throughout the hobby as the North American Diplomacy champion. Legends abound about the early DIPCONs and their champions but the fact is that records are either woefully inadequate or totally missing for those early Cons. Still, none of the legends can begin to approach the truth as we know it. Jeff Key hosted DIPCON III in Oklahoma City in 1970, and then dropped out of the hobby, only to reappear at DIPCON XVII in Dallas in 1984, and walk away with top honors. Jeff's still around by the way. I found one of his business cards in the DIPCON drawing box up at ORIGINS this year. Most DIPCON champions have been active in some way in the postal hobby. Many were active postal players or publishers in their own right. Ron "Ca" Brown, Konrad Baumeister, J.R. Baker, Malc Smith, and David Hood among them. Other champions appeared for one brief shining moment of glory and then disappeared; never to be heard from again. Who remembers Carl Eichelberger for instance. The winners don't always fit the stereotype conception of the Diplomacy hobbyist either. Donna Balkan won DIPCON XVI at ORIGINS IX in Detroit in 1983. Pity she never had a chance to play a game with Ron Galicia or Andrew England. Everyone remembers that an Englishman named Malc Smith came to DIPCON XIX in Fredericksburg, VA in 1986 and with his funny accent, his charming smile, and the help of some Canadian puppets sacked the American hobby and took home our championship. DIPCON XIX also marked the first appearance on the hobby scene of a group of new faces, those of the CADs, or Carolina Amateur Diplomats, who have gone on to capture the last two DIPCON titles. David Hood, the DIPCON XX winner, is here megadipping his way across the hobby. And Dan Sellers, last year's winner, will go down in Diplomacy history as the man who would rather go to a Who concert than play Dip.

And that brings us to DIPCON XXII. Who will the 1989 North American Diplomacy champion be? All we know now is that he or she will have bested one of the strongest fields of Diplomacy players ever gathered. And, in addition, our new champion will have demonstrated an ability to play Diplomacy in a variety of forms and styles. Any tournament participant could be the next champion, but based on their past performance record, here are some early favorites to sit at that Top Seven board, their ranking for that event, and their home black dot.

DIPCON XXI

4. Jeff McKee (Wichita, KS)
7. Vince Lutterbie (Marshall, MO)
10. Greg Ellis (Austin, TX)
11. Steve Smith (Lamar, NE)
- Lance Anderson (San Francisco, CA)
- Geoff Richard (Dallas, TX)

PEERICON VIII

1. Tim Moore (Costa Mesa, CA)

WORLD DIPCON I

2. Matt McVeigh (Birmingham, England)

SPIELEKREIS WIEN

Erik Adenstedt (Vienna, Austria)

DIXIECON III

1. David McCrumb (New Castle, VA)
David Hood (Carrboro, NC)

ORRCON '89

1. Steve Cooley (Palmdale, CA)
3. Nick Beliaeff (Pacific Palisades, CA)

ORIGINS '89

1. Steve Cooley (Palmdale, CA)
2. Bill Sexton (Los Angeles, CA)

STRATEGICON EVENTS

5. Jay Shufeldt (Los Angeles, CA)
10. Byron Gutierrez (San Diego, CA)
11. Steve Cooley (Palmdale, CA)
44. Ron Spitzer (Encino, CA)
68. Nick Beliaeff (Pacific Palisades, CA)



DIPCON: THE PUBLISHED RECORD

The hobby literature is filled with DIPCON stories --- some true and some bordering on pure fantasy --- as well as other, more practical materials on how to host a Diplomacy event, run a tournament, etc. DIPLOMACY WORLD, from the beginning has devoted a large part of its pages to DIPCON and convention/tournament articles. Our next issue, coming in August, will feature reports on this year's DIXIECON, MADCON, ORIGINS, MANORCON, ATLANTICON, and, of course, DIPCON. We hope you will contribute an article, a story, copies of fotos you may have taken at these or other events, or whatever, so we can give as complete a report on this summer's con season as possible. Materials should be sent to DIPLOMACY WORLD, Box 8399, San Diego, CA 92102, by 14 August.

Here's a list of the articles that have appeared in DIPLOMACY WORLD on DIPCON, conventions, and tournaments, and related subjects; listed by title, author, and issue.

First Impressions of DIPCON XIII, Mark Berch (23)

Pudgecon Revisited, Kathy Byrne (39)

Alternative Tournament Plan, Allan Calhamer (3)

DIPCON XIII - A Final Report, Allan Calhamer (26)

Scoring a Diplomacy Tournament, Allan Calhamer (2)

Seeding a Diplomacy Tournament, Allan Calhamer (2)

Thoughts on DIPCON XIII, Allan Calhamer (8)

Tournament Scoring, Allan Calhamer (10)

How to Run a Diplomacy Party, Fred Davis (23)

Notes on Tournaments, Jerry Jones (23)

Conventions, Len Lakofka (11)

DIPCON XII - ORIGINS II, Len Lakofka (13)

The Making of a Major Con, Daf Langley (39)

My Summer Vacation (DIPCON XIII), Steve McLendon (23)

DIPCON: An Alternative, Lew Pulsipher (26)

Future DIPCONs, Lew Pulsipher (10)

DIPCON XI, Rod Walker (20)

Diplomacy Tournament...Shocking Proposal, Rod Walker (19)

Game vs. Metagaming in Diplomacy Tactics, Ben Zablocki (24)

Austria's Win Without a Fleeting, James Woodson (42)

Introduction to DW #43, Larry Peery (43)

A Formal Con, Mark Coldiron (43)

Profile: Dick Warner, Larry Peery (43)

The DIPCON Story, Larry Peery (43)

VarIMARYCON, Larry Peery (43)

The DIPCON Society Meeting, Larry Peery (43)

Hobby Awards Ceremony, Larry Peery (43)

Calhamer's Win: A Night to Remember, Larry Peery (43)

The Tournament, Larry Peery (43)

DIPCON XIX: First Tournament Games, Morgan Gurley (43)

Results, Ken Peel (43)

Profile: Malc Smith, Larry Peery (43)

The Press, Larry Peery (43)

The Tape, Larry Peery (43)

DIPCON 86: We Venture Northward, David Hood (43)

- FTF Negotiations, David Hood (44)
EUROCON 1986: A Report, Jaap Jacobs (45)
EUROCON '86: A Different Perspective, Thomas Franke (45)
There's Nothing Wrong With DIPCON, Pete Gaughan (46)
DIXIECON, David Hood (47)
- DIPCON at MADCON, David Hood (47)
When Is a Victory Not a Win?, Larry Peery (48)
Proposal: Congress of Diplomacy, Larry Peery (50)
Cons: The Summer of '88, Larry Peery (52)
Australian Diplomacy Championship, Luke Clutterbuck (52)
- DIXIECON II, David Hood (52)
ATLANTICON's Diplomacy Tournament, David Hood (52)
The World of Diplomacy Turned Upside Down, Larry Peery (52)
The International Diplomacy Convention at Birmingham, Allan Calhmer (52)
World DIPCON I: Individual Diplomacy Tournament, Matt McVeigh (52)
- On World DIPCON, Larry Peery (53)
DIPCON XXI Report, Pete Gaughan (54)
The Cons of '89, Larry Peery (54)
DIPCON XXII Report, Larry Peery (54)



DAILY PROGRAM
MONDAY, JULY 31

- 0800 - 1200 AWARDS & PRIZE PICK-UP
De Anza Room
- 0800 - 1200 OPEN GAMING
Mesa Room
- 0900 - 1700 TROLLEY DIPLOMACY WITH FRED DAVIS
Meet at De Anza Room
- 0900 - 1600 HIGH SEAS DIPLOMACY
Meet at De Anza Room
- 1900 - 0000 DIN & DIP AT THE WESTGATE
Fleu de lis Room, The Westgate Hotel, 1055 2nd Ave., San Diego, CA

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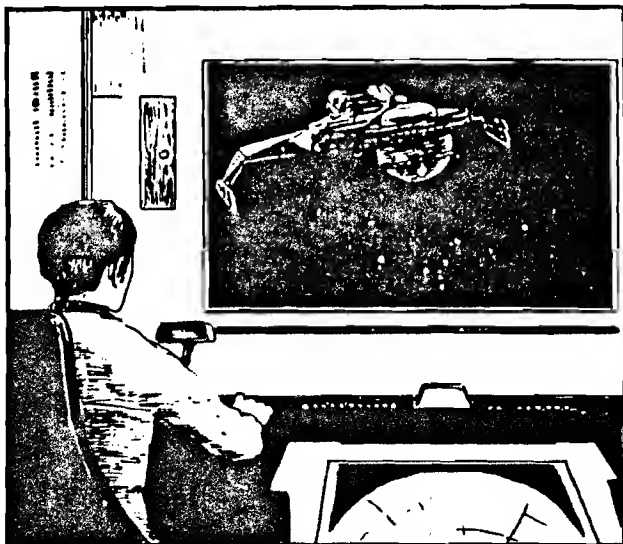


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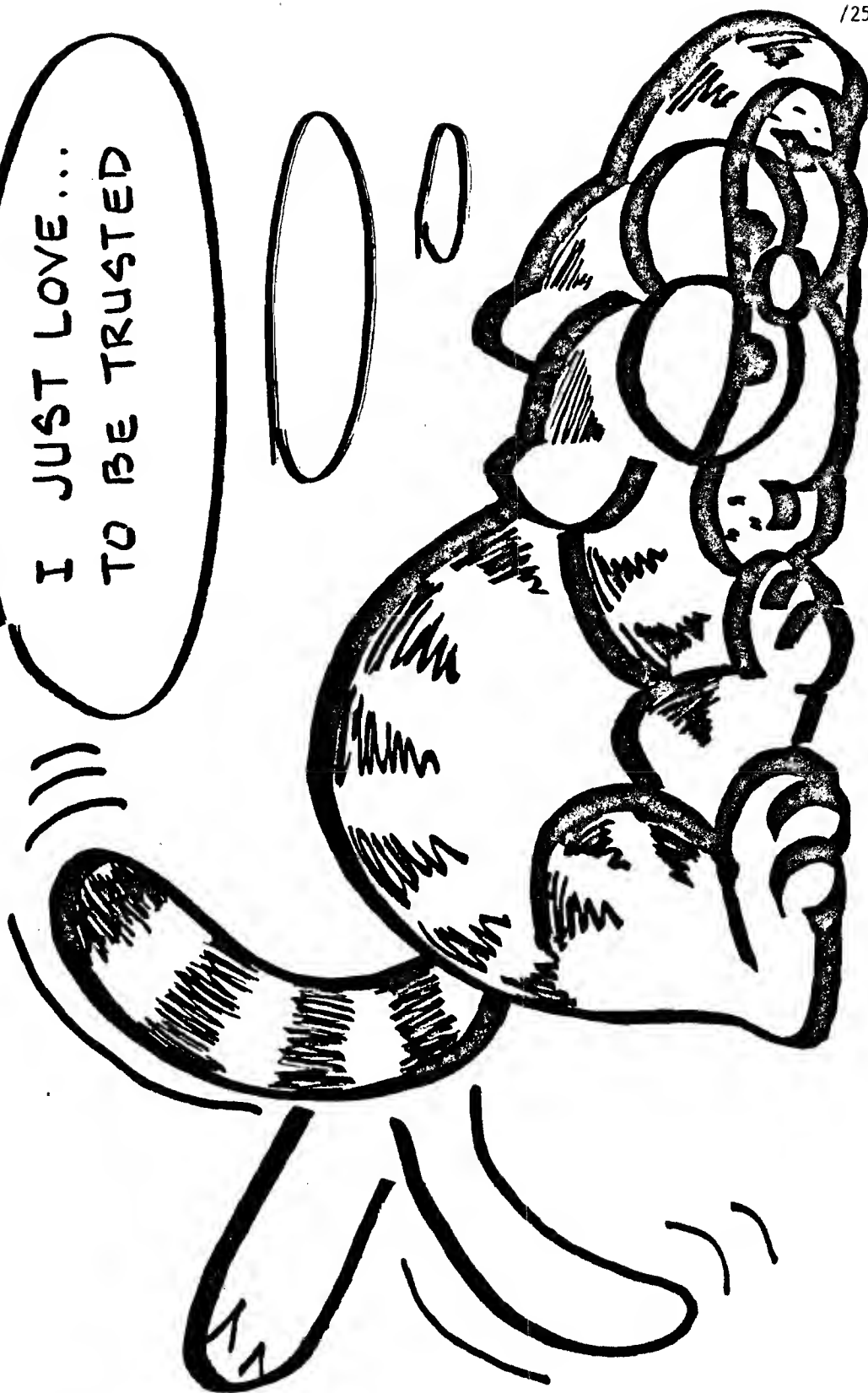
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1989 DIPCON TOURNAMENT INSTRUCTIONS

Welcome to the 1989 DIPCON Diplomacy Tournament. You will find, we believe, that this year's Tournament offers you a completely new approach to a Diplomacy con and tournament environment. Instead of the usual series of rounds and game after game of "regular" face to face Diplomacy, with an occasional auxiliary event such as "variant" or "gunboat" Diplomacy, this year we have a Diplomacy tournament more akin to the traditional Olympic Decathlon where contestants compete in a variety of events, each designed to test a different skill, and where the composite score, not individual event scores, determine the final standings.

This year's DIPCON tournament consists of seven divisions, four of them assigned to the major events: Team Diplomacy, Individual Diplomacy, Computer Diplomacy, and Variant Diplomacy. These four events will count more toward your final score. Three divisions are assigned to the minor events: Mystery Event, NADB Exam, and Gunboat Diplomacy. These events will count for less in your final score.

To be eligible for tournament rating you must participate in at least two of the major events and one of the minor events. You may participate in more; in which case your lowest event scores will be dropped.

We urge you to play as well as you can in each event and, of course, you'll want to enter events you expect to do well in. But don't over-look the opportunity to try some of the events you may not be familiar with. Who knows, you might discover a whole new hobby.

If you have any questions ask the tournament director or individual event directors before the games begin. Because this is a new approach we expect questions. If you have any suggestions or comments after the games pass them along. They will also be welcome.

Good luck to each of you.

DIPLOMAT'S EXCUSE SHIRT

Susan Peele Welter and her gang were all decked out in Diplomat's Excuse Shirts. You couldn't miss them because they're all fire engine red. In fact at first I thought Erik had brought an honor guard with him. The shirt's front is covered with some very clever one liners such as: When in danger or in doubt, run in circles, scream & shout; A Knife in the Hand is Worth a Fistful of Nonaggression Pacts; You can't feed the crocodile steak and expect him to turn vegetarian; Postman must've ate my letter; etc. It's very well done. If you want to order one, send \$10.00 to Sue Welter, 740 River Dr., #16F, St. Paul, MN 55116. You might also ask her about her customized "Diplomat's postcards." These are regular-sized cards with a cute little line drawing on the front illustrating a typical Diplomacy scene. I can't tell you the cost because I don't remember.

DIPLOMACY MAP POSTCARDS

Mike Legg, 541 W. 15th Ave., #51, Escondido, CA 92025-5656 has some postcards of his own to offer. They are over-sized cards with the Diplomacy mapboard on one side. The reverse is blank for address and message. If you've got a lot of games going by mail or you need a good quality small-sized map for illustrating game positions in a zine; this would be perfect. They're \$3.00 for 25.

TEAM DIPLOMACY DIVISION

Team Diplomacy has been played successfully in England for years and was a major attraction at last year's WORLD DIPCON I, where twenty-four teams competed in their team event.

Each team consists of seven members, one of whom is selected as team captain. Teams may be pre-arranged (Notify the registrar at registration and the team event director prior to the start of the event.), or pick-up teams will be formed at the event. Seating may be limited so pre-registration is advised.

The team captain will make country assignments to his players, make sure the event director gets a list of the team members and their countries prior to the start of the event, keep a team record card, and submit the team's results at the end of the event.

Because of the limited time available, this event will be run as a coordinated event with one timekeeper for all games.

Each team will be provided with a set of PAMs (order booklets) which each player must use for writing orders. Team captains should collect the PAMs from their players and turn them in with the team results.

A game record sheet will be provided for each game and each game board should select one player to fill it out. Each player must sign the completed game record sheet at the end of the game, or when they are eliminated.

Each team member will play in a different game and each team member will play a different country. Otherwise, there is no difference in the way the game is played.

The object is for each team member to do as well as he or she can, thus improving the over-all performance of the team as a unit. Team work, instead of individual performance, is featured in this event.

INDIVIDUAL DIPLOMACY DIVISION, ROUND ONE

Individual Diplomacy is the heart of any Diplomacy event. This is the ultimate test of a person's Diplomacy skills.

Each game may determine its own time limits, but the event director may, at his discretion, speed things up to keep the games moving.

Each game will be provided with a set of PAMs (order booklets) which each player must use for writing orders.

Each game will also receive a game record sheet and each game board should select one player to fill it out. Each player must sign the completed game record sheet at the end of the game, or when they are eliminated from play. PAMs and the record sheet must be turned into the event director when the game is concluded.

Disputes on rules or move adjudications should be referred to the event director or his assistant. Their decisions are final.

Country assignments will be by lot.

INDIVIDUAL DIPLOMACY DIVISION, ROUND TWO

Board assignments, in this round, will be based on the results of previous major events (e.g.).

Players need not play countries they have played in previous major events.

COMPUTER DIPLOMACY DIVISION

The Computer Diplomacy event represents the first time computer Diplomacy has been an official part of a DIPCON tournament. Even though the current computer Diplomacy game contains substantial defects, the growing popularity of computerized Diplomacy deserves recognition by the entire hobby, and the increased use of computers within the hobby demands our attention.

The Computer Diplomacy event will consist of a series of boards, each one with one player playing a single country assigned by random lot versus the computer playing the remaining six powers. The player's goal is to gain eighteen supply centers as quickly as possible and, in the process, defeat the computer and the clock.

Two hours is allowed each player in this division.

VARIANT DIPLOMACY DIVISION

The Variant Diplomacy event director will select the games to be played by the participants in this division.

The scoring system will, in general, be the same as that for the individual and team division events.

The same procedural rules as listed for the Individual Diplomacy Division, Round One, apply.

MYSTERY EVENT DIVISION, TWO ROUNDS

The Mystery Event is designed to be a social mixer and no knowledge of the game of Diplomacy is required, although the basic concept is the same. Kids, wives, and casual observers are encouraged to try this one. Informal attire is suggested.

NADB EXAM DIVISION

The Exam consists of 25 questions about the hobby and game. Each test is different. Thirty minutes is allowed for taking the exam.

GUNBOAT DIPLOMACY DIVISION

Gunboat games require two GM volunteers, and will be run in the same manner as the demo gunboat game at DIPCON XIX; which means two gamemasters will be used for each game; and every effort will be made to make sure the players don't communicate with each other during the game, or learn the identity of other players. Ask Fred Davis, David Hood, or Larry Peery how it worked.

NOTE

Check the program for day, times, and location of each event.

Sign up sheets for pick-up games and other events will be posted near the registration desk. CHECK IT DAILY.

Scoring systems will be announced at the end of the tournament, and no one person knows the entire scoring system, so don't even think about asking.

Remember, the tournament director, assistant tournament director, and individual event directors have the last word.

Mystery Event I & II Division - Friday afternoon

Unless you were fortunate enough to be around on Friday afternoon at my place you probably missed out on the two DIPCON XXII 'Mystery Events.' I had originally included these two events to give new arrivals a chance to mix socially with people who had already arrived for the Con. I also wanted to give them a chance to get outdoors for a few hours because I knew nobody would see much sun for the rest of the weekend.

Our first event was called FRENCH BICENTENNIAL DIPLOMACY and the rules, along with some fotos, are published elsewhere in this issue. It's a great game for all ages and non-Dippers can enjoy it just as much as avid Diplomacy fans. It's a combination of an Easter Egg Hunt, a game of pick-up sticks, and a K-Mart "blue light" sale. I used corks for the pieces, colored appropriately; which was a big improvement over my original idea of using styrofoam popcorn. The idea was for each player to collect as many corks as he or she could in as short a time as possible, and then trade with the other players until he had the number required to win. I figured the game would go on for hours as people traded corks back and forth.

The first game had 9 players; the seven traditional Great Powers, California, and Australia. While the players lined up at one end of my back yard; we scattered the corks all over the rest of the yard. And then the race was on! I never knew Dippers could move so fast. Erik, Matt, David, Ron, Tim, Pete, and others raced around the yard picking up everything in sight. Tim won the first game within minutes.

By now everyone had figured out a system of their own. Some of the players tried to collect just the corks of their own color. Others grabbed anything they could find on the ground. And at least one spent his time grabbing corks out of other players' bags. Again, it was over in a couple of minutes, and this time Matt McVeigh won.

I can't wait to try this one in a pool next year. Any volunteers?

Since I had advertised this DIPCON as a Diplomacy marathon-type event I figured we had to have something akin to a discus throw. Well, late one afternoon, after I had spent about 8 hours sitting out in the sun on the patio, painting the various trophies and awards, I happened to notice a pile of red paving bricks sitting in a stack by the coffee plant. The rest, as they say, is history. I had just enough spray paint left in the cans to give each brick a coat of the appropriate color.

Our second mystery event was called THE BAD BOYS GET THEIRS; which seems appropriate enough. The idea was simple, too simple as it turned out. Each player would get three chances to heave his brick as far as he could, only the best toss would count, and each player would go in sequence, one toss at a time.

The south side of my backyard has a substantial drop-off of, perhaps, ten feet; which levels off to an undeveloped piece of commercial property, beyond which is a strip development shopping center currently undergoing a major face-lift. Again, between the undeveloped lot and the shopping strip, is another substantial drop-off and a parking lot. Plenty of room to toss a brick with no problem I figured.

First up, defending his national honor, was Erik. He threw the brick over 40 feet, about a third of the way across the lot, using an American style baseball form. No sweat. Next up, defending his national honor, was Matt. Matt, as you can tell from the blur in the photograph, did a bit better. He threw it discus-style, and the brick sailed across the lot, bounced ten feet in the air, and went over the edge. BANG!

Half those watching ran for the house, but Ron and Erik went down to see where the brick had landed. They came back telling me that the brick had landed on the hood of a 1987 Firebird (red, of course). Sure enough! Well, the car's fixed, Matt got a piece of the brick to take home with him, and yet another car becomes part of PEERICON lore. Too bad it wasn't a Rolls Royce.

By the way, there are still three bricks sitting out there waiting. Anybody think they can throw a brick over 150 feet?

FRENCH BICENTENNIAL DIPLOMACY

© 1989, Larry Peery

The rules of Diplomacy, where applicable, apply.

1. Objective: The objective of French Bicentennial Diplomacy is to be the first player to collect 18 pieces of the same Great Power.

2. Pieces: There are 34 pieces for each Power and the number of Powers may be adjusted depending on the number of sets of pieces available, the number of players, and the size of the playing board area. In the original version of the game there were 9 Powers representing the seven Great Powers of Diplomacy, California, and Australia. The seven Great Powers' pieces are painted in their appropriate colors; California's pieces are either plastic, or plastic topped; and Australia's pieces are left a natural cork color. All pieces are made from corks taken from wine bottles. Purists may want to use only corks from French wines, but the original version draws corks from wine bottles from 23 different countries on all six continents; truly an international variant!

3. Playing Board: The playing board consists of any large, flat area, such as a lawn or well-carpeted room. Hard surfaces are not suggested. A playing field should have a well-defined shape; such as a square, rectangle, or circle. A swimming pool would make an excellent playing board, but make sure the pool filter can handle cork debris, and be sure the pieces are not painted with water based paint. Allow about 40 square feet per player.

4. Players: Anyone can play but small children should not be allowed to play with adults for safety's sake.

5. Time: The game is played in two phases. The first phase will probably last only a few minutes. The second phase may last as long as the game players and Cellar Master agree. A definite time for ending the game should be set, however.

6. Play of the Game: At the beginning of the game the Cellar Master outlines the boundaries of the playing board (a hose or rope on a lawn, the pool's edges, the walls of a room, etc.). He then randomly scatters the pieces around the playing board, making sure that they are well-mixed throughout the playing area. When he is done the players are brought to the playing board and placed around its edges in roughly equal distances.

Country assignments may be by lot, players choice, or Cellar Master's assignment. Play commences when the Cellar Master opens a bottle of champagne with a loud pop. The Cellar Master gets the bottle and its contents as his game fee. It will also give him something to do during the game. The cork goes in the bag for the next game.

Each player is given a plastic grocery bag to put his playing pieces in as he scrambles across the game board collecting as many pieces as he can as quickly as he can. Naturally he will want to get as many of his own pieces as he can, but he should also collect as many of the other Powers' pieces as possible.

Each player must place all of his collected pieces in the plastic bag and the plastic bag must remain in full view of the other players and Cellar Master during the collection phase. If, for any reason, a player must leave the playing board during this phase he must turn his bag and pieces over to the Cellar Master for safe-keeping.

If, during this phase, a player's plastic bag is torn, or any of the pieces in it fall out, a coup d'etat has occurred, and those pieces are fair game for the other players. No player may deliberately touch another player's plastic bag during play. If that happens the Cellar Master may penalized the offending player by taking pieces from him; which are then returned to play.

If, during phase one, any pieces are knocked out of the playing board area, or collected by the Cellar Master from penalties, the Cellar Master should pick them up and toss them back into the playing area.

When all the pieces have been collected and the Cellar Master has checked the playing board to make sure it is clear of all pieces, phase two begins.

Phase two consists of a negotiating and trading session during which each player attempts to trade pieces he does not need for pieces of his own Power, or another Power --- all the time attempting to gain 18 pieces of his Power and, of course, to make sure that no other player gets the 18 he or she needs for victory.

During this phase players must continue to keep their pieces in their plastic bag but they need not display the pieces or bag to other players during negotiations. This phase may continue on the playing board or an adjacent area, as long as all negotiations are conducted within the view of the Cellar Master.

As soon as one player has acquired 18 pieces of his own Power he informs the Cellar Master and he is declared the winner. If a player manages to collect 18 pieces for a Power he is not playing he also informs the Cellar Master, who will declare that a revolution has occurred in that country, and the player with the 18 pieces is the new ruler, and de facto winner of the game.

Tradition requires that the winner of the game be given a bottle of good French champagne and the losers are given a bath with Andre.

7. Optional Rules: If playing on a lawn surface the Italian player is given a handicapped advantage of an extra six pieces included in the original distribution of pieces.

If playing on a water surface each player is given an appropriate container for his pieces, such as an Igloo or other styrofoam container.

WAT A DIFFERENCE A WOMAN MAKES

Women played a major role at DIPCON XXII, perhaps the biggest one of any DIPOON yet. In fact, there were only two women players in the Diplomacy tournament; but that was two more than played in last year's MANORCON/WORLD DIPOON in England. And, as anyone who went through the registration line remembers, the women were right there, up front, with their hands out for the money.

Even one woman who didn't make it to the event, Melinda Holley, played a major role in this year's DIPCON; what with Ron Cameron's efforts to get her to the Con, the Melinda Holley Award, and the video tape Melinda sent us. I only wish we'd had a camcorder to record some of this year's activities.

Alas, I came within one of having enough women for an all ladies game; which would have been a DIPOON first I'm sure. Perhaps next year. Still, Susan and Cathy did a fine job representing the female side of the hobby.

One expects a woman interested in the hobby, the game, or men who are to be attractive, intelligent, and personable. But what came as a surprise to me (sigh....I know I'm going to hear about this!) was how interesting each of these women were in their own right. Frankly, I found them, as a group, much more interesting than the men at the Con. And that will come as a shock to some, no doubt. Oh well.

While we were upstairs; the WAVES of the US Navy were having their national convention downstairs. I got a chance to meet some of them, and listen to others; and I'll put one of ours, with a pen and dagger, up against one of theirs, with a Tomcat or battleship, any day.

THE BAD BOYS GET THEIRS DIPLOMACY

© 1989, Larry Peery

The rules of Diplomacy, where applicable, apply.

1. Objective: The objective of TBEGTD is to move your piece as far as possible, in one move, across the playing board.

2. Pieces: Ordinary red paving bricks, painted the appropriate Great Power colors, are used in this game. Each player gets one piece.

3. Playing Board: The playing board can be any large, flat surface such as a grass lawn, a field, or dirt. Concrete or asphalt are not recommended, unless extra pieces are available. A large square, 100 feet on the side, or a quarter circle area with a radius of 100 feet, are idea. One quarter of the square, or the tip of the pie slice, should be marked off, and used as the launching platform.

4. Players: Anyone can play but small children or people in poor physical condition should not participate in this game. Men and women should compete separately. Be sure to keep spectators out of the playing board area and well behind the launching platform.

5. Play of the Game: The gamemaster and his assistant should be positioned where they can observe each player's moves. Each player is given three chances, in rotation, to throw or toss his piece as far as he or she can. Rotation is assigned by lot. The gamemaster and his assistant will measure and mark the landing position of each throw for each player. If a player's piece is broken too badly to be used in the game, he or she is removed from the game. Only the longest of the three moves is counted. Any player who moves across the launching platform starting line during his or her throw is removed from the game.

6. Optional Rule: "Whimps' Variant" Golf balls, painted the appropriate colors, may be substituted for bricks. "Chris Carrier Variant" Tennis balls, painted the appropriate colors, may be substituted for the golf balls.

DIPCON XXII: A CULINARY REVIEW

If nothing else DIPCON XXII set a standard of culinary excellence that future DIPCONS will have difficulty matching. During the extended Con period from Bastille Day through August 10th, I managed to wade through a collection of classic French, Chinese, Mexican, Italian, Vegetarian, Irish, Russian, modern French, and California Junk foods! And I still lost a pound or two.

The classic Bastille Day dinner was great, but you should have seen the waiter's face when I ordered Australian wines! And you should have been at the Din and Dip at the Westgate event when I told the maitre'd that I wanted bottles of all the wines from San Diego on their wine list. He didn't even know which ones they were. Six bottles later I didn't even care! I love Chinese food but three nights out of four at the same restaurant is a bit much. If Mark Lew got tired of me repeating my puns and jokes, I wonder how he would have reacted to Conrad's retelling of the same story exactly the same way for the 24th year in a row.

Even the classic Russian menu for the banquet came off well. If you weren't sitting up front you probably missed the chow down contest Don Williams and I had going. He grabbed a second dinner when they became available, and glared at me as he started in on his second plate, declaiming words to the affect that he was already starting on his second plate. I smiled, pushed my plate away from me, and grinned, "Humm, I just finished my third." And he believed me, for about five seconds.

North American Diplomacy Board Exam Division - Friday evening and thereafter

<u>Player</u>	<u>No. Correct Answers</u>
Edi Birsan	15
John Galt	10
Fred Davis	10
Eric Newhouse	10
Ken Gestiehr	9
Erik Adenstedt	7
Tim Moore	7
Bill Gallagher	4
Rod Walker	0

Someone, I believe it was Ann Landers, said, "Those who do not learn from history are doomed to repeat it." I do know, however, that it was not a history teacher that said that.

Anyone who reads the newspapers (and how many can even do that these days) knows about the sad state of our educational system. Report after report, from government and educational sources alike, in America, England, and even the USSR decries the state of public education. History classes in the USSR have operated for several years now without the benefit of history text books. All their textbooks were pulled from classrooms so that they could be rewritten to reflect the new historical reality. Betcha a buck that Robert Sacks would do that if he could.

One purpose of the NADB Exam is to test a player's knowledge of the game and the hobby. I heard a lot of complaints (well, maybe four or five) about the fact that the exam had too many questions about personalities and things only a postal hobby

member would know. Exactly. And that's the whole point of the exam. The surprise is not that someone like Edi would do so well (actually 15 out of 25 isn't that great), but that people like John Galt, Eric New House, and Erik Adenstedt would.

There are now only a handful of people who have been around the hobby since the beginning and if each of them wrote their version of how the hobby came to be, and what it has done, no one would recognize the truth if they saw it. It's nothing new. Read the founding fathers on the Constitutional Convention. Read the memoirs of those who served John F. Kennedy. Read the tales of Churchill's World War II aides. That's history?

And yet there is always that response, "I don't need no stinking history books. I just want to play the game." That may be, but in that case you have just a game, and no history, or tradition, and yes, we will repeat the same old mistakes, and reinvent the wheel once again. We're doing it right now with the current debate in the hobby over custodianships, organizations, and --- yes ---, tournament scoring systems. We've been through it all before.

PLAYLIST

As you can imagine typing up something like this issue isn't the most exciting job in the world. That's one reason it took so long. But the right music makes the work go a bit faster. And so...as you may know long play records are on their way out, at least for many record companies. Cassettes and compact discs are where it's at---at the moment. I still like records, however, and if you look around you can find some good buys, especially to fill out your collection, in manufacturer's "cut outs," items they're cutting from their catalogs. I went on a binge and got the Beethoven Piano Concertos with Serkin, Ozawa, and the BSO on Telarc; a world premier recording of Handel's Roman Vespers with Blegen, Valente, Forrester, and Cheek; a re-issue of Van Cliburn's My Favorite Debussy; a couple of Domingo's hot-boilers; a duo with John Williams and Julian Bream; a superb La Boheme with Caballe, Domingo, Milnes, Blegen, Raimondi, and Solti; all on RCA; Marilyn Horne's L'Italiana in Algeri, also on RCA; a handful of Tomita's stuff; and---here's where I sinned---Angel has out Beverly Sills since her retirement, so I picked up The Tales of Hoffmann, Norma, Roberto Devereux, I Puritani, Maria Stuarda, and Ludia di Lammermoor; and now I'm busy!

NORTH AMERICAN DIPLOMACY BOARD 1989 EXAMINATION

What space is in the center of the Conference Map?

- (a) Prussia (b) Silesia (c) Warsaw (d) Bohemia (e) Galicia

If the map is recolored such that (a) no two adjacent spaces are the same color and (b) no color is used for a land and a sea space, what is the minimum number of colors needed?

- (a) 4 (b) 5 (c) 6 (d) 7 (e) 8

What computer is used to make *Life of Monty* and *Shadowplay*?

- (a) IBM-compatible (b) Macintosh (c) Atari ST (d) Commodore Amiga (e) Other

What state is in two DIPCON regions?

- (a) Kentucky (b) Tennessee (c) Alaska (d) Virginia (e) Mississippi

If seven players play two games per day beginning on January 1, 1990, in what year is the last possible day in which the country combination hasn't been played before?

- (a) 1993 (b) 1994 (c) 1995 (d) 1996 (e) 1997

If the non-Supply Center spaces are replaced with sea spaces, how many spaces are in the biggest "island" on the map?

- (a) 5 (b) 10 (c) 15 (d) 20 (e) 25

First it was *Whilstonia*, then *Kathy's Korner* was added, then it got first billing - in what issue was *Whilstonia* first dropped from the title *Kathy's Korner*?

- (a) 96 (b) 106 (c) 116 (d) 126 (e) 136

What computer is used to make *House of Lords*?

- (a) IBM-compatible (b) Macintosh (c) Atari ST (d) Commodore Amiga (e) Other

What Supply Center comes first alphabetically? ANKARA

What is the size of AH's Diplomacy mapboard?

- (a) 22 x 22 (b) 22 x 23 (c) 22 x 24 (d) 22 x 25 1/2 (e) 22 x 34

NORTH AMERICAN DIPLOMACY BOARD 1989 EXAMINATION

What letter of the alphabet begins the most Supply Centers?

(a) T (b) S (c) M (d) B (e) none of these

Who got married on February 3, 1987?

(a) John and Kathy Caruso (b) Eric and Cathy Ozog (c) Scott Hanson and Frauke Petersen
(d) Dick and Julie Martin (e) Pete and Kathryn Tamlyn

To win "Diplomacy Central", what space needs to be occupied?

(a) Albania (b) Bulgaria (c) North Africa (d) Barents Sea (e) Switzerland

How much postage was on the first issue of *Crawstark* ?

(a) 4 cents (b) 5 cents (c) 6 cents (d) 8 cents (e) 10 cents

What DIPCON (before 1989) has the most players?

(a) 1981 (b) 1982 (c) 1983 (d) 1987 (e) 1988

If the non-Supply Center spaces are replaced with sea spaces, the spaces form themselves into five "islands" - True or False? (six)

How many different land spaces can be one of the ends of a convoy that is the maximum possible length? 7

Besides Switzerland, what are the only two neutral land spaces that are not Supply Centers?

ALBANIA and NORTH AFRICA

In Vatican Diplomacy, Army Vatican cannot be eliminated as long as it doesn't move - True or False?

According to the rules, what is the only element of chance in Diplomacy? DRAW FOR COUNTRIES

NORTH AMERICAN DIPLOMACY BOARD 1989 EXAMINATION

The last ORIGINS to host DIPCON was Dallas in 1984 - True or False?

What "hobby holiday" is celebrated every August 15? BERCHMAS (Berch's son's birthday)

What do the Irish Sea, the North Atlantic Ocean, and the Eastern Mediterranean have in common? THE ONLY ADJACENT LAND SPACES BELONG TO A SINGLE MAJOR POWER

What is Julie Martin's maiden name? GLASS

Every sea space touches at least one land space - True or False?

What Supply Center comes last alphabetically? WARSAW

What will be celebrated on November 5, 1989? KATHY CARUSO'S 40th BIRTHDAY

There are fewer than 20 sea spaces - True or False? (19)

What happened every three game-years in the Dip game "Windsor" in *Europa Express*? IT CHANGED ITS NAME (to Saxe-Coburg-Gotha and back)

What is Cathy Ozog's maiden name? CUNNING

How long is the longest possible convoy? 13

What will be celebrated on November 22, 1989?

~~How long is the longest possible convoy?~~ JOHN CARUSO'S 40th BIRTHDAY

All seven Great Powers have three non-Supply Center land spaces - True or False? (T has 2)

What move was impossible on AH's first edition of Dip boards? IONIAN - E MED

What land spaces are two-coast on the 1958 map? STP, BUL, SPA, FIN

Gunboat Diplomacy Division - Friday evening and thereafter

Board 1

Austria=Steve Cooley, England=Larry Cronin, France=Tim Minnig, Germany=Mark Lew,
Italy=Pete Woodruff, Russia=Ron Spitzer, Turkey=Matt McVeigh

	01	02	03	04	05	06	07	08	09	10	pos.
Austria	4	4	5	7	7	19	11	14	16	18	Win
England	4	3	4	5	6	6	8	9	10	11	surv
France	3	3	3	3	2	3	2	2	2	2	surv
Germany	5	6	5	6	7	7	5	3	4	3	surv
Italy	4	4	5	5	5	4	4	1	1	0	elim
Russia	6	8	8	6	6	4	3	4	1	0	elim
Turkey	4	4	4	2	1	1	1	1	0	0	elim

Board 2

Austria=Don Williams, England=Charlie Otte, France=Eric Newhouse, Germany=Greg Ellis,
Italy=Nick Marks, Russia=Edi Birsan, Turkey=Vince Leamons

	01	02	03	04	05	06	07	08	09	10	pos.
Austria	5	5	5	5	5	5	3	3	4	3	Game called on account of time.
England	4	3	3	4	6	6	6	7	7	9	
France	5	5	6	5	4	4	2	2	1	0	
Germany	6	7	7	7	6	4	7	8	9	10	
Italy	3	4	4	5	5	8	8	7	5	4	
Russia	6	5	3	2	2	2	3	3	4	4	
Turkey	4	5	6	6	6	5	5	4	4	4	

Board 3

Austria=Clark Reynolds, England=Pete Woodruff, France=Geoff Richard, Germany=Nick Marks,
Italy=David Myers, Russia=Ken Gestiehr, Turkey=Russ Fox

	01	02	03	04	05	06	07	08	09	10	pos.
Austria	4	5	5	6	6	5	5	6			draw
England	4	4	4	4	4	4	4	5			draw
France	5	5	5	4	5	5	5	4			draw
Germany	5	5	6	6	6	6	9	9			draw
Italy	4	4	4	5	4	5	4	3			draw
Russia	4	5	4	5	6	5	3	3			draw
Turkey	4	6	6	4	3	4	4	4			draw

Board 4

Austria=Chris Hunt, England=Bill Gallagher, France=Eric Hyman, Germany=Mark Lew,
Italy=Jay Shufeldt, Russia=Greg Ellis, Turkey=Larry Cronin

	01	02	03	04	05	06	07	08	09	10	pos.
Austria	5	5	4	3	3	2	1				surv
England	3	4	3	1	0	0	0				elim
France	5	4	5	6	7	7	7				surv
Germany	5	7	6	8	9	10	14				Win by concession.
Italy	4	4	5	6	6	6	6				surv
Russia	4	4	5	4	3	1	0				elim
Turkey	5	6	6	6	6	7	6				surv

Board 5

Austria=Jeff McKee, England=Steve Smith, France=Ken Gestiehr, Germany=Bill Gallagher,
Italy=Bob Aube, Russia=Michael Legg, Turkey=Ken Woodruff

	01	02	03	04	05	06	07	08	09	10	pos.	
Austria	<u>4</u>	<u>4</u>	<u>2</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>0</u>	elim	a=played one unit short
England	4	3	2	2	1	0	0	0	0	0	elim	b=played 4 units short
France	5	5	6	7	8	8	8	8	7	6	surv	c=played 5 units short
Germany	5	6	5	4	4	5a	5a	5	6	6	surv	d=played 6 units short
Italy	4	5	8	9	11	11	13	16b	17c	19d	Win	
Russia	5	5	6	6	6	6	6	4	4	3	surv	
Turkey	6	6	5	6	4	4	2	1	0	0	elim	

Board 6

Austria=Hohn Cho, England=Eric Newhouse, France=Randy Goldring, Germany=Eric Aldrich,
Italy=Phil Boncer, Russia=Jay Shufeldt, Turkey=Eric Hyman

	01	02	03	04	05	06	07	08	09	10	pos.
Austria	<u>5</u>	<u>5</u>	<u>7</u>	<u>7</u>	<u>7</u>	<u>6</u>	<u>4</u>	<u>4</u>			draw
England	5	6	6	7	8	9	12	14			draw
France	4	4	3	1	1	1	0	0			elim
Germany	5	6	7	8	7	8	8	6			draw
Italy	4	4	5	5	5	4	3	2			surv
Russia	5	3	2	2	2	1	0	0			elim
Turkey	5	6	4	4	4	5	7	8			draw

Board 7

Austria=Michael Legg, England=Ron Cameron, France=Bob Aube, Germany=Lance Anderson,
Italy=Geoff Richard, Russia=Gary Behnen, Turkey=Vince Lutterbie

	01	02	03	04	05	06	07	08	09	10	pos.
Austria	<u>4</u>	<u>3</u>	<u>2</u>	<u>1</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>0</u>			elim
England	5	6	8	9	11	13	16	18			Win
France	5	5	5	5	4	3	1	0			elim
Germany	5	4	3	1	0	0	0	0			elim
Italy	5	6	6	6	6	5	3	1			surv
Russia	5	6	5	6	5	3	0	0			elim
Turkey	4	4	5	6	8	10	14	15			surv

Board 8

Austria=Eric Hyman, England=Nick Beliaeff, France=Eric Aldrich, Germany=Byron Gutierrez,
Italy=Randy Goldring, Russia=Susan Welter, Turkey=Jeff McKee

	01	02	03	04	05	06	07	08	09	10	pos.
Austria	<u>4</u>	<u>4</u>	<u>2</u>	<u>2</u>	<u>1</u>						surv
England	5	7	10	11	12						draw
France	5	5	5	5	5						surv
Germany	5	5	2	1	0						elim
Italy	4	4	5	5	5						surv
Russia	4	3	2	1	0						elim
Turkey	4	6	8	9	11						draw

Board 9

Austria=Jay Shufeldt, England=Mark Lew, France=Cathy Ozog, Germany=David Hood,
Italy=Vince Lutterbie, Russia=Ed Menders, Turkey=Bob Aube

	01	02	03	04	05	06	07	08	09	10	pos.	
Austria	<u>4</u>	<u>5</u>	<u>5</u>	<u>6</u>	<u>6</u>	<u>7</u>	<u>7</u>	<u>7</u>	<u>7</u>	<u>8</u>	draw	
England	4	5	4	5	4	5	6	7	10a	10	surv	a=played one unit short
France	4	4	4a	4	5	6	6	6	7	7	surv	
Germany	5	6	6	5	5	4	1	0	0	0	elim	
Italy	6	4	3	3	3	0	0	0	0	0	elim	
Russia	6	6	7	7	7	7	9	9	9	9	draw	
Turkey	4	4	5	4	4	5	5	5	1	0	elim	

DIPCON XXII DISPLAYFLAGS

Few of us realize it but DIPLOMACY is played all over the world. Most people are aware of the fact that there are Diplomacy hobbies in the United States, Canada, England, France, Belgium, Holland, Germany, and Australia; but did you know, for instance, that there are also Diplomacy hobbies in places like Mexico, Brazil, Italy, Sweden, Poland, Spain, South Africa, Singapore, Japan, and even Tonga? In my role as DW's publisher and information source for Avalon Hill's DIPLOMACY game I have received inquiries about the game and postal hobby from all over the world. One way to illustrate this is through the Archives collection of Diplomacy flags, flags donated by hobby members from all over the world. In time, perhaps, we will have a set of flags equal to the one outside the United Nations Plaza in New York, or that which flies around the Washington Monument in Washington, D.C., but for now we'll content ourselves with the following display.

ALASKA: Donated by Jim Meinel

CANADA: Donated by Ron "Snafu" Brown

UNITED STATES: Donated by Larry Peery

WYOMING: Donated by Larry Peery

WEST VIRGINIA: Donated by Melinda Ann Holley

UNITED KINGDOM: Donated by Larry Peery

FRANCE: Donated by Larry Peery

ITALY: Donated by Mike Maston

NORWAY: Donated by Malcolm Smith

SINGAPORE: Donated by Jessica Han

AUSTRALIA: Donated by Larry Dunning

BOXING KANGEROO: Donated by Larry Dunning

PASS IN REVIEW

As usual, there were a lot of Diplomacy hobby publishers present at DIPCON this year. Many of them have already written up their Con reviews. Others, no doubt, will in coming issues. If you read them all, you'll probably end up wondering if there was just one DIPCON, or whether there were really several. People don't experience, or observe the same things. However, if you're new to the hobby, or interested in expanding your postal Diplomacy contacts, you might want to check out. Use your Con experiences to give you a reference point from which to review the publication.

Among the zines that have already reviewed DIPCON XXII are:

benzene #52 (Mark Lew, 438 Vernon, #103, Oakland, CA 94610, 60¢ for a sample): Mark wrote a long review of the Con, mostly devoted to his experiences in the Gunboat Division. That's no big surprise, since he won it. benzene was 4th in this year's Runestone Poll; a reflection of its lively political discussions and their popularity.

BUSHWACKER #211 (Fred Davis, 3210K Wheaton Way, Ellicott City, MD 21043, 50¢ for a sample): Fred also wrote a long review of DIPCON and his travels and adventures. If you're interested in variant games, the variant hobby, or happen to belong to MENSA; you should check out BUSHWACKER; which came in 31st in this year's RP, but don't let that fool you. This is one of the few zines in the hobby that is really indispensable, especially if you plan to stick around more than three years.

LIFE OF MONTY #95 (Don Del Grande, 142 Eliseo Dr., Greenbrae, CA 94904, 50¢ for a sample issue): Don wrote a long, and lively Con review, focusing on his role as tournament director and score keeper. In addition you can get a sneak preview of some of the results of the summer's other cons. LIFE OF MONTY is coming up on its 100th issue and 10th anniversary, milestones that few Diplomacy publications reach. Again, its 42nd ranking in the RP this year says little about its real value.

REBEL #50/HIGH INERTIA (Melinda Holley, Box 2793, Huntington, WV 25727, 75¢ for a sample): REBEL; which came in 14th in this year's RP; is the parent zine of Linda Courtemanche's lively sub-zine HIGH INERTIA. Linda, a newspaper writer, is a writer after my own heart. First she tells you what she's going to tell you (REBEL #49). Then she tells you (REBEL #50). And then she tells you what she told you (REBEL #51). She took way more pictures of the Con than we did; and then showed them all to Woody Arnawoodian. I understand that Woody has since left the hobby. This should be fun!

DIE METADIPLOMAT #4 (Jeff McKee, 3801 W. 13th, #903, Wichita, KS 67203, 50¢ for a sample): This zine answers the question of what NOT to get your precocious Dip novice for Berchamas. It's nice to see new hobby people with opinions about things, even if they've got their facts screwed up. Still, Jeff wrote a good Con review and if his zine maintains its current level it will do well in next year's RP. Betcha. Can somebody plez tell me why nobody ever comes into the hobby that's shorter than I am? This is getting old!

And yet to be heard from are several publications whose editors or publishers were at the Con:

APPALACHIAN GENERAL (David McCrumb, Rt. 1, Box 109, New Castle, VA 24127, 50¢ for a sample): Dave won last year's Koning Award for best player in the hobby; and he's going to be the variants event honcho for next year's DIPCON, if Sharyn doesn't do away with him in one of her novels first. I assume he'll have something to say about the Con in his zine and it should be interesting. 30th in this year's RP, by the way.

CAROLINA COMMAND & COMMENTARY (David Hood, 15F Estes Park, Carrboro, NC 27510, 75¢ for a sample): David's on a roll, hobby-wise, since he's gathered a DIPCON championship, he's hosting next year's DIPCON, and his zine came in 3rd in this year's RP. However, certain facts can't be denied. At the rate his hair-line is receding he'll soon pass Fred Davis in that department; His bid at this year's DIPCON was 750% longer than mine last year. And he's the same height as Napoleon Guy is going places. Elba? St. Helena? Not waste your time reading his review of this year's event. Just ave your pennies so you can get to next year's event.

CATHY'S RAMBLINGS (Cathy Ozog, Box 17457, Munds Park, AZ 86017), 70¢ for a sample): I hope Cathy does a write-up on the Con and I hope she sends me a copy. I'm curious to see what she tells her large overseas audience about the event, and the people there.



ONE ON ONE, THAT'S THE NAME OF THE GAME

Mike Geifman, left, and Erik Adenstedt, right, scheme & plot.

TWO OF THE BEST, FACE TO FACE

Steve Cooley, left, and Gary Behnen, right, swap lies. Cooley's won as many FTF events as Behnen's won PBM games.

OUR LAST, BEST HOPE (TILL NEXT DIPCON)

Larry Cronin, left, uses his Freudian skills on Eric Newhouse, but do they teach Freud at Harvard?



SOMETIMES, THREE WAYS ARE
MORE EFFECTIVE, IF NOT
MORE FUN

(right) Hohn Cho contem-
plates the importance of
Iberia in his plans.



(left) Ron Spitzer (left),
contemplates the world with
serene acceptance; while
Steve Golob (right), basks
in angelic innocence; and,
no doubt, the unidentified
player in the middle, pre-
pares two knives for the
fatal stab.

(right) Lance Anderson uses
his military intellgience to
create his own Plan Blue.
(middle) Little Nick Beliaeff,
who I used to bounce on my
knee, takes off his glasses for
this candid shot, proving
that even the young are vain.
(left) Another of Sue's kids
gives the TACAMO order.





MYSTERY EVENT #1: FRENCH BICENTENNIAL DIPLOMACY

Erik Adenstedt, Matt McVeigh, David Hood, Mark Lew, & Ron Cameron try to understand Larry Peery's interpretation of the rules for this Diplomacy "variant."



MYSTERY EVENT #1: FRENCH BICENTENNIAL DIPLOMACY

It was supposed to last for days, or at least hours, but Tim Moore and Matt McVeigh each won their game in just a couple of minutes, making it the fastest Diplomacy "variant" in history.



MYSTERY EVENT #2: BAD BOYS GET THEIRS DIPLOMACY

Matt McVeigh throws the British piece, discus style, well over 100 feet, and becomes a Diplomacy legend in his own time, along with a 1987 Firebird that got in his way.

REGISTRATION WENT SMOOTHLY

Thanx to Don Williams, Audrey SF Jaxon (above), Marla Cronin, Linda Courtemanche, and Karen McVeigh.



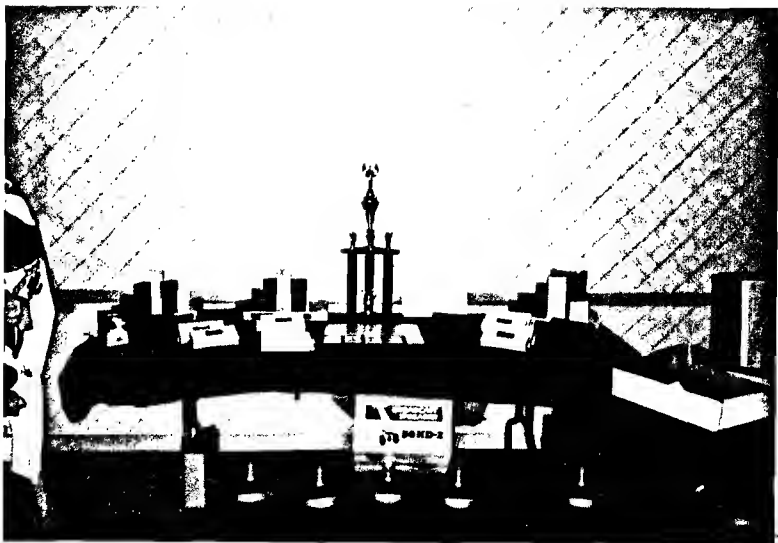


"AREN'T SCHILLINGS SPICES?"

Audrey and Marla process Erik Adenstedt through registration wondering, no doubt, how he got to San Diego from Vienna by way of Greyhound.

"DEN MOM" Susan Welter brought eight of her kids to the Con, and one of the nicest smiles ever to grace any Diplomacy event.





TO THE VICTORS BELONG THE SPOILS

Awards, trophies, and prizes made DIPCON XXII's prize package the biggest in the event's history.

TRADITION!

Fotos from the hobby's past events, and memorabilia, such as the Duck Williams Crying Towel, were part of DIPCON's displays.





THE INFAMOUS DIPLOMACY COMPUTER

Mike Maston, aka N60PH, explains Computer Diplomacy to Mike Legg, who suspects he's pulling his leg.

CHANGING OF THE GUARD

Edi Birsan (Class of '66), on the left, listens as David Hood (Class of '86), on the right, explains the way Dip should be played.





SHUFFLING THE NUMBERS

Tournament Director Don Del Grande shuffles the papers and numbers. Note the chamber pot, official depository for ballots at all PEERICONS.

LULL BEFORE THE STORM

Just before the play starts, for once, everyone is in their seat, and quiet. Note how bored they all look.





THE MASTER THINKS

While others negotiate; Edi Birsan decides what will be and what will not be.

BEST REGARDS FROM DIPCON XXII

Marla Cronin, Karen McVeigh, & Linda Courtemanche send their best regards to the hobby at large.





Cathy Cuning Ozog takes time out from her busy schedule of stabbing to prepare her DIPCON XXIII bid presentation.

Flags from Diplomacy playing countries around the world decorated the DIPCON SOCIETY meeting room on Sunday morning. Singapore and the Lilies of France were the two flags most people failed to identify correctly.

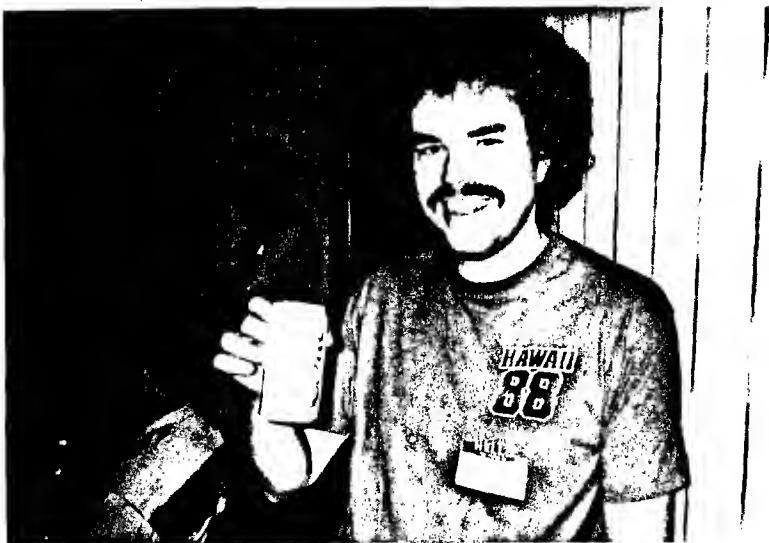




BUT WHY WOULD ANYBODY WANT THIS JOB?

Four bids were presented to host the 1990 DIPCON XXIII event: from Philadelphia, Baltimore, Chapel Hill, and Atlanta. David McCrumb (top), Cathy Cuning (middle), and David Hood (bottom) did the honors. After an hour's discussion, the decision was made: Chapel Hill's DIXIECON combination of low cost and an exclusively Diplomacy event carried the field. Along with DIPCON XXII the CADs will host WORLD DIPCON II; which comes to North America next year as part of its six year, three continent trial run.





SAN DIEGO'S ANSWER TO MARC PETERS

Note the shiny fur coat, the good teeth, the moist nose, the bright eyes, the Diet Coke, the Hawaii 88 tee shirt --- this is the perfect example of the DIPCON XXII/PEERICON IX player. Now, if I could just remember his name.

SUNDAY AFTERNOON CARNAGE

Eight tables provided enough room, barely, for all the stabbing and slabbing on Sunday afternoon. It was a quiet, strangely subdued crowd that waited for the end.





FOOD IS ALWAYS A BIG ATTRACTION AT PEERICONS

Probably the only time in DIPCON history that people showed up early, let alone on time, was for the Awards Banquet. Over forty attended the hobby's first formal dinner in seventeen years.

AND THE WINNER IS...

The list of prizes and awards got equal attention with the menu from those attending the banquet.





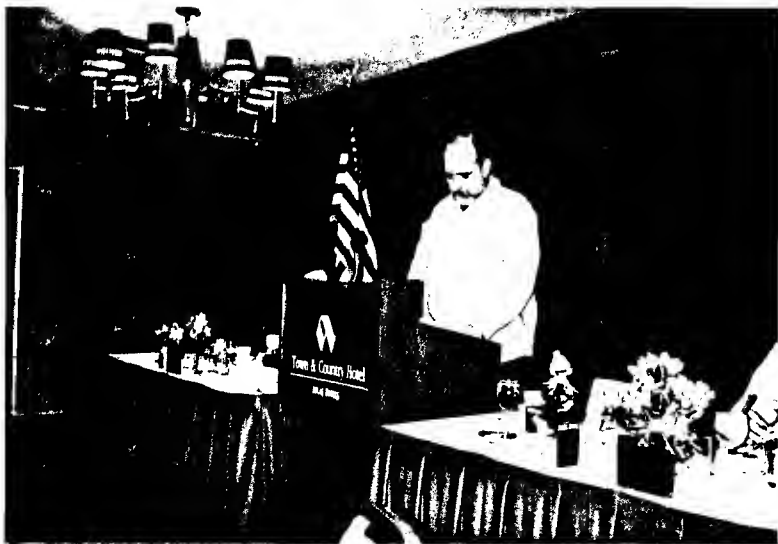
NEVER GIVE UP, NEVER GIVE UP!

Tim Moore, not realizing the tournament is over, steals a look at Edi Birsan's banquet program --- no doubt looking for secret insights into Edi's plans.

A BORED LOOK FROM OUR BOARDMAN NUMBER CUSTODIAN

Don Williams, long-time editor and pubber of FIAT BELLUM, and the hobby's new BNC.





A STAB IS A STAB IS A STAB

I told Rod we were going to roast Edi. I told Edi we were going to roast Rod. I told Conrad von Metzke we were going to roast Hal Naus. Hummmmm, another one of my brilliant plans gone astray. Rod Walker (above) gets in the first word.

RON CAMERON GETS IN HIS LICKS

I saw Ron's notes. All they said was, "Screw Larry." Hummm, note how Rod Walker is desperately trying to find the "off button" on Ron.





EDI TAKES HIS TURN WITH THE HACKSAW

Edi explains the real significance of XENOGOGIC, and details his experiences as the hobby's first transsexual; while Pope Joan nods approvingly. Consider the fact that these two grown children have almost 50 years of Diplomacy experience between them. Makes you want to cry, doesn't it?

AND THE LAST WORD BELONGS TO...

Ah, make that 75 years of Diplomacy memories shared between the three of us; and we're all still friends. That is the real (serious) purpose of DIPCON XXII; to show that it is possible to fight like cats, play like puppies, chirp like birds, and still work together for the common good. Hummm, do I hear a quail in the bushes?



DARK MIRROR (Audrey SF Jaxon, 405 Fair Dr., #101, Costa Mesa, CA 92626, 50¢ for a sample): Jeff has showed what a man will do if you give him a Dip game and a computer. Audrey does the same thing for the female side of the hobby. She should also have some interesting insights into the hobby, both from the novice and woman's viewpoints. I don't know why anyone would sign up for Jeff's "females only" game when they can sign up for a game in Audrey's "males only" game. Hummm, the possibilities are endless. The zine grabbed 10th place in this year's RP, a remarkable accomplishment for such a young publication.

FIAT BELLUM (Don Williams, 44016 4th St. East, Lancaster, CA 93535, 75¢ for a sample): BNC and #1 in the RP: now there's a real power play! I'm sure Don will have something to say about his experiences at DIPCON. And just as soon as he does, Sen. Cranston's going to inform the Lancaster City Council that the U.S. Government has decided to locate the next major toxic waste dump site in Lancaster. And Exxon's going to rename the Exxon Valdez the Rubber Ducky Williams. Good zine, however.

And, who knows, perhaps other zines will review the Con. After all, we've already had one review of the event appear in a zine whose publisher-editor wasn't even there.

CONGRATULATIONS

The following individuals won their Diplomacy games at the Con:

Gunboat Game #1: STEVE COOLEY, Austria
Gunboat Game #2: MARK LEW, Germany (by concession)
Gunboat Game #5: ROBERT AUBE, Italy
Gunboat Game #7: RON CAMERON, England

Skinny Dip Variant: STEVE SMITH, Russia

Individual Dip Game #4: HOHN CHO, Turkey



Variant Diplomacy Division "Skinny Dip Tournament" - Friday evening

<u>Player</u>	<u>Country</u>	<u>Board</u>	<u>Score</u>	<u>Status</u>
Steve Smith	Russia	2	25.9	Win - 1st Place
Hohn Cho	Austria	1	13.8	2nd Place (Tie) Best Austria
Erik Adenstedt	Germany	1	13.8	2nd Place (Tie) Best Germany
Mike Pinkerton	Italy	2	1.7	Best Italy
Robert Cheek	England	1	1.5	Best England
Ken Woodruff	France	2	1.4	Best France
John Galt	Italy	1	.3	
Tim Moore	Austria	2	.3	
Bill Gallagher	Germany	2	.1	
Phil Boncer	England	2	0	
Steve Courtemanche	Turkey	2	0	
Ken Gestiehr	Turkey	1	0	
Michael Legg	France	1	0	
Jay Shufeldt	Russia	1	0	

There was no Best Turkey.

THE VARIANT DIPLOMACY HOBBY

There was a young man from Australia at ORIGINS this year who was there to show Avalon Hill a new Diplomacy variant game that he had designed. The scenario was set in the Pacific and his game was nicely packaged and very playable. Avalon Hill liked it and the kid was really excited about the idea that they might buy it and market it. And then reality hit home.

The fact is that you have to go a long way in both time and distance to come up with an original Diplomacy variant any more. By now just about every historical period and every geographical location (real and otherwise) has been Diplomacized by some one. Some of them are good games; and some of them are bombs. But the fact is that the Variant Diplomacy hobby, although not large, is the hobby's oldest branch, and one of its best organized.

To learn more you should get a sub to Fred Davis's BUSHWACKER. Send \$6 for 12 issues to Fred at 3210K Wheaton Way, Ellicott City, MD 21043; and if you happen to belong to MENSA you might also mention that to Fred, since he's the MENSA Diplomacy SIG contact.

There is also a Catalogue, available for \$5.00, from the North American Variant Bank Custodian, Lee Kendter, Jr., 264 Spruce Ct., Bensalem, PA 19020; which contains info on some 700 different Diplomacy variants and details on how to get copies of their maps and rules.

In the meantime, if you have an idea for a variant you might check with Fred; since he can probably tell you if its been done before, and whether it is worth doing again. He's also very good at spotting flaws in new games.

PERESTROIKA DIP (AKA Investment Dip)

By Lawrence Cronin

Yes indeed, inspired by a need to restrain the relentless bloodthirsty ravaging encouraged in our world of regular diplomacy, a variant has been developed which may put curls on this. Ahah, you Vietnam era folks say, finally DOVE DIP! Perhaps - but this game has a profit motive, something for folks of the 80's. Do I hear someone groaning "YUPPIE DIP"? Well economics and ambition certainly plays a part, but the key feature is more cautious militarism. PROSPERITY is a goal, a necessary ingredient to attain prosperity being PEACE.

In honor of that New Wave politician of the east, GORBY DIP occurred to me. Followers of George Bush may prefer the name WIMP DIP, while those of a past era may smell CHAMBERLAIN DIP. Overall I hope we have a game that is both exciting and enlightening as a reflection of the latest in world politics. And now I hear John and Yoko singing "Oh we are saved, just give peace a chance..." Admittedly an economic variant, allow me to introduce a kinder and gentler dip - PERESTROIKA DIP.

We use the SAME BOARD, TACTICS, NATIONS, PROVINCES, SUPPLY CENTERS, and NUMBER OF PLAYERS. The only rule changes are below:

INNOVATIONS involve an ECONOMY and INFRASTRUCTURE. "BUILDING BLOCKS" are added to represent the infrastructure which in turn generates the economy (GNP). Each SUPPLY CENTER in 1900 has FOUR BLOCKS. These blocks each generate a value of ONE POINT EACH per year or four points per supply center initially. A nation's POINTS are totaled each year yielding a GNP. The GNP can be SPENT each year on buying or maintaining fleets and armies (which cost four points each per year), OR it can be RE-INVESTED, i.e. spent on infrastructure (to buy more blocks), which also cost FOUR POINTS each). These must be placed in a nation's supply centers. Points not spent are put in a TREASURY (described below.)

NOTE: The investment scheme which underlies this is one that yields 25% on investments (blocks) per year.

STARTING UNITS: 1900 starts without any armies or fleets, but each supply center has 4 blocks yielding 4 points each. Players decide how they want to spend this in Winter 1900. This reflects the reality that some nations never had fleets and some may not have had to militarize. (Winter '00 and '01 are separate seasons.)

PLAY otherwise begins as usual. In the fall of each year ONE POINT is earned for each building block in each supply center possessed. The number of blocks occupying any given supply center is signified after each center's name, e.g. LPL-5, etc. The sum total is the GNP. For example, if in Fall 1905 England owns the following centers with their respective numbers of BLOCKS: LPL-10, LON-5, EDI-7, DEN-3, NOR-5, BEL-1, then the GNP is 31 points. This may purchase up to 7 new building blocks or maintain (or add) up to 7 armies and fleets (total= 28 points) and still leave three points to add to the TREASURY. Points may be left in the treasury from year to year.

To repeat, each army and fleet costs FOUR POINTS per year. POINTS not spent on military can be used to purchase BLOCKS (for FOUR POINTS each) in any of the supply centers a player possesses. Those points not spent are put in the TREASURY.

THE TREASURY can hold points indefinitely and resembles liquid assets. The blocks reflect non-liquid investments. The liquid assets may also be loaned or given to other nations at any time. Repayment is as reliable as the word of other players.

THE TRANSFER OF POINTS from one player to another is accomplished by simply telling the gamesmaster that such and such is given to so and so, and may be done at any time. These may be gifts or loans. The gamesmaster publishes the amounts transferred each season along with the moves.

OVERSPENDING is not allowed. If orders involve overspending, the orders written first are executed, while those beyond budgetary means are ignored. Thus the order of moves may be important.

NEUTRAL SUPPLY CENTERS put their income back into themselves as building blocks with extra points going in the national treasury.

THE RUBBLE RULE addresses the conquering of supply centers in battles. All warfare follows the usual dip rules. When a supply center is taken by another power without opposition by simply moving a unit in, the number of blocks remain the same. But when it is taken in a battle it suffers economically. Only ONE HALF THE NUMBER OF BLOCKS which were present remain (odd number rounded up.) This is called the RUBBLE RULE. This applies only when a supply center is taken by force, overpowering another power, i.e. there was resistance of any type.

National treasuries are NOT subject to the rubble rule. The treasury is located in the capital unless moved to another supply center. It is moved by simply telling the gamesmaster and costs one point to do so.

DISBANDING: To encourage peace and reflect reality, fleets and armies may be brought home at any time and DISBANDED in home supply centers only. This allows GNP to be spent elsewhere.

THE GOAL OF THE GAME is for a nation to dominate Europe, of course. This is determined by having a GNP equal to one half or more of all Europe's combined GNP.

GO FOR IT!!!!!!!

GAMES ARE FREE!!

Feel free to send questions

MAIL TO:

and recommended changes

LARRY CRONIN
5855 N. KOLB #6207
TUCSON, AZ 85715-0909

SIGN UP NOW!!

NAME _____

Instructions: Please evaluate as many of the male participants in DIPCON XXII as you wish. A scale from 0 (low) to 5 (high) is used. Simply circle the appropriate number for each category. Seven categories are used: Strategy, Tactics, Diplomacy, Sex Appeal, Personality, Intellect, and Over-all. Your evaluations for the first three should be based on your observation of the games and their participants. Your evaluations for the next three should be based on your evaluation of the individual's one on one contacts with you, or others. The last includes your own observations and any other info you may have gained during the Con. I encourage you to comment as much as you like on the back of this form, simply put the person's number next to the comment. Hopefully this will all be done in fun and we'll get some good laughs out of it. But we all know a woman's perspective can be most insightful. So, take a look and share what you see with the rest of us. Give finished forms to Larry Peery.

1. NAME _____

Strategy	0	1	2	3	4	5
Tactics	0	1	2	3	4	5
Diplomacy	0	1	2	3	4	5
Sex Appeal	0	1	2	3	4	5
Personality	0	1	2	3	4	5
Intellect	0	1	2	3	4	5
Over All	0	1	2	3	4	5

2. NAME _____

Strategy	0	1	2	3	4	5
Tactics	0	1	2	3	4	5
Diplomacy	0	1	2	3	4	5
Sex Appeal	0	1	2	3	4	5
Personality	0	1	2	3	4	5
Intellect	0	1	2	3	4	5
Over All	0	1	2	3	4	5

3. NAME _____

Strategy	0	1	2	3	4	5
Tactics	0	1	2	3	4	5
Diplomacy	0	1	2	3	4	5
Sex Appeal	0	1	2	3	4	5
Personality	0	1	2	3	4	5
Intellect	0	1	2	3	4	5
Over All	0	1	2	3	4	5

4. NAME _____

Strategy	0	1	2	3	4	5
Tactics	0	1	2	3	4	5
Diplomacy	0	1	2	3	4	5
Sex Appeal	0	1	2	3	4	5
Personality	0	1	2	3	4	5
Intellect	0	1	2	3	4	5
Over All	0	1	2	3	4	5

5. NAME _____

Strategy	0	1	2	3	4	5
Tactics	0	1	2	3	4	5
Diplomacy	0	1	2	3	4	5
Sex Appeal	0	1	2	3	4	5
Personality	0	1	2	3	4	5
Intellect	0	1	2	3	4	5
Over All	0	1	2	3	4	5

6. NAME _____

Strategy	0	1	2	3	4	5
Tactics	0	1	2	3	4	5
Diplomacy	0	1	2	3	4	5
Sex Appeal	0	1	2	3	4	5
Personality	0	1	2	3	4	5
Intellect	0	1	2	3	4	5
Over All	0	1	2	3	4	5

7. NAME _____

Strategy	0	1	2	3	4	5
Tactics	0	1	2	3	4	5
Diplomacy	0	1	2	3	4	5
Sex Appeal	0	1	2	3	4	5
Personality	0	1	2	3	4	5
Intellect	0	1	2	3	4	5
Over All	0	1	2	3	4	5

8. NAME _____

Strategy	0	1	2	3	4	5
Tactics	0	1	2	3	4	5
Diplomacy	0	1	2	3	4	5
Sex Appeal	0	1	2	3	4	5
Personality	0	1	2	3	4	5
Intellect	0	1	2	3	4	5
Over All	0	1	2	3	4	5

DIPCON XXII INDIVIDUAL (AND TEAM) SECTIONS PROPOSED SCORING SYSTEM

The winner of a game, whether by gaining 18 (or more) SCs or by concession, receives 50 points.

All other players receive points equal to the number of SCs they have at the end of the game plus:

- 16 if part of a 2-way draw
- 11 if part of a 3-way draw
- 8 if part of a 4-way draw
- 6 if part of a 5-way draw
- 5 if part of a 6-way draw
- 4 if part of a 7-way draw

Any concession/draw is allowed, provided that all players with at least 1 SC at the time of the vote approve. If a time limit expires, all players with at least 1 SC share in a draw *unless* any player can demonstrate a guaranteed win (this win must be proven by the player without making assumptions as to how the other powers will order their units).

In case the section (e.g. the Individual Dip section) ends in a tie for any place, the following tiebreakers may be applied if the tie needs to be broken:

- (1) Calhamer Point count total (1 for each win, $1/n$ for an n-way draw, and 0 for anything else)
- (2) Throw out each involved player's lowest scored game, then the next lowest scored game, and so on
- (3) Use the CP count for each involved player's highest scored game (e.g. a 3-way draw with 10 SCs beats a 4-way draw with 13 SCs, even though each is worth 21 points), then the next highest scored game, and so on

After that, any players still tied deserve to finish tied. (I decided against a Buchholz score - the average of the final scores of all of a player's opponents, which works better in a chess tournament.)

Personally, I think there were problems with the overall system; for example, last place in the computer event scored over 30 points. (Maybe giving 40 points for first, 0 for last, and spreading the other numbers out evenly for the others in those events with fewer than 40 persons.)

One clarification I didn't make: in the team tournament, the winning team receives $(40+39+38+37+36+35+34)/7 = 37$ points per team member, second is worth $(33+32+31+30+29+28+27)/7 = 30$ points, and so on. (Sixth place is worth $(5+4+3+2+1+0+0)/7 = 2.1$ points.)

N.B. The last two paragraphs were written after the Con, on August 2nd, to be exact.

Team Diplomacy Division - Saturday morning

Board 1

Austria=Byron Gutierrez, England=Steven Courtemanche, France=Steve Smith, Germany=Steve Cooley, Italy=Michael Geifman, Russia=Gary Behnen, Turkey=Erik Adenstedt

	01	02	03	04	05	06	07	08	09	10	pos.
Austria	5	4	5	4	3	1	0	0	0		elim
England	4	5	4	3	2	1	1	1	1		surv
France	5	7	8	9	9	10	11	11	12		draw
Germany	3	3	1	0	0	0	0	0	0		elim
Italy	5	5	5	5	4	5	3	3	2		surv
Russia	6	6	6	6	8	9	8	6	6		draw
Turkey	4	4	5	7	8	8	11	13	13		draw

Board 2

Austria=Greg Ellis, England=Eric Hyman, France=Mark Lew, Germany=Vince Leamons, Italy=Nick Marks, Russia=Lance Anderson, Turkey=Ron Cameron

	01	02	03	04	05	06	07	08	09	10	pos.
Austria	5	5	8	8	7	8					draw
England	5	5	6	6	7	7					draw
France	5	5	6	6	4	3					surv
Germany	5	6	6	7	7	7					draw
Italy	5	4	0	0	0	0					elim
Russia	5	4	2	0	0	0					elim
Turkey	4	5	6	7	9	9					draw

Board 3

Austria=Don Williams, England=Larry Cronin, France=Charlie Otte, Germany=Dave McCrumb, Italy=Bob Aube, Russia=Eric Newhouse, Turkey=Brooke Raasch

	01	02	03	04	05	06	07	08	09	10	pos.
Austria	5	6	5	3	1	1					surv
England	5	3	1	1	0	0					elim
France	5	6	7	8	9	6					surv
Germany	5	4	5	5	5	3					surv
Italy	4	6	8	8	9	11					draw
Russia	6	7	8	9	10	13					draw
Turkey	4	2	0	0	0	0					elim

Board 4

Austria=Ed Menders, England=Eric Aldrich, France=Cathy Ozog, Germany=Ken Woodruff, Italy=Vince Lutterbie, Russia=Jeff McKee, Turkey=Nick Beliaeff

	01	02	03	04	05	06	07	08	09	10	pos.
Austria	5	5	5	4	3	3	2	1			surv
England	5	5	5	7	7	9	11	11			draw
France	5	6	6	8	8	7	5	5			surv
Germany	5	4	3	2	2	1	1	1			surv
Italy	4	4	4	4	6	5	6	7			draw
Russia	6	6	7	5	3	3	3	1			surv
Turkey	4	4	4	4	5	6	6	8			draw

/64/

Board 5

Austria=Jay Shufeldt, England=Chris Vrem, France=Hohn Cho, Germany=Matt McVeigh,
Italy=Robert Cheek, Russia=Mike Pinkerton, Turkey=Harry Milliken

	01	02	03	04	05	06	07	08	09	10	pos.
Austria	5	3	3	3	4	4	4	4			surv
England	4	3	4	5	5	5	2	0			elim
France	6	6	7	8	10	10	12	13			draw
Germany	5	5	7	7	7	8	9	10			draw
Italy	4	5	3	2	0	0	0	0			elim
Russia	6	7	4	3	2	1	1	1			surv
Turkey	4	5	6	6	6	6	6	6			surv

Board 6

Austria=Susan Welter, England=Ron Spitzer, France=Chris Hunt, Germany=Steve Golob,
Italy=Phil Boncer, Russia=Dave Villadsen, Turkey=Tim Minnig

	01	02	03	04	05	06	07	08	09	10	pos.
Austria	4	5	5	3	1	0					elim
England	5	5	7	8	10	11					draw
France	5	5	2	0	0	0					elim
Germany	5	5	7	8	9	10					draw
Italy	4	5	5	6	5	4					surv
Russia	6	7	6	7	6	5					surv
Turkey	4	2	2	2	3	4					surv.

Board 7

Austria=Dave Hood, England=John Galt, France=Randy Goldring, Germany=Tim Moore,
Italy=Edi Birsan, Russia=Bill Gallagher, Turkey=Mike Lee

	01	02	03	04	05	06	07	08	09	10	pos.
Austria	5	4	6	10	10	8					draw
England	4	5	3	2	2	2					surv
France	5	6	6	7	7	8					draw
Germany	5	6	7	7	7	8					draw
Italy	5	6	5	4	5	6					draw
Russia	5	2	1	0	0	0					elim
Turkey	4	5	6	4	3	2					surv

To set the cause above renown,
To love the game beyond the prize,
To honour, while you strike him down,
The foe that comes with fearless eyes:
To count the life of battle good,
And dear the land that gave you birth,
And dearer yet the brotherhood
That binds the brave of all the earth.

Henry John Newbolt

Team Diplomacy Division - Team Performance Record

First - Cameron's Californians

<u>Country</u>	<u>Player</u>	<u>Result</u>	<u>Points</u>	<u>Total Points</u>
Austria	Don Williams	1	1/0	1
England	Eric Aldrich	D3/11	11/11	22
France	Hohn Cho	D2/13	13/16	29
Germany	Steve Golob	D2/10	10/16	26
Italy	Edi Birsan	D4/6	6/8	14
Russia	Gary Behnen	D3/6	6/11	17
Turkey	Ron Cameron	D4/9	9/8	17
			56/70	126

Second - Cooley and His Gang

<u>Country</u>	<u>Player</u>	<u>Result</u>	<u>Points</u>	<u>Total Points</u>
Austria	Jay Shufeldt	4	4/0	4
England	Ron Spitzer	D2/11	11/16	27
France	Randy Goldring	D4/8	8/8	16
Germany	Steve Cooley	0	0/0	0
Italy	Nick Marks	0	0/0	0
Russia	Eric Newhouse	D2/13	13/16	29
Turkey	Nick Beliaeff	D3/8	8/11	19
			44/51	95

Third - Southwest Internationals

<u>Country</u>	<u>Player</u>	<u>Result</u>	<u>Points</u>	<u>Total Points</u>
Austria	Greg Ellis	D4/8	8/8	16
England	Larry Cronin	0	0/0	0
France	Cathy Ozog	5	5/0	5
Germany	Matt McVeigh	D2/10	10/16	26
Italy	Phil Boncer	4	4/0	4
Russia	Bill Gallagher	0	0/0	0
Turkey	Erik Adenstedt	D3/13	13/11	24
			40/35	75

Fourth - C.I.S.ERs

<u>Country</u>	<u>Player</u>	<u>Result</u>	<u>Points</u>	<u>Total Points</u>
Austria	Susan Welter	0	0/0	0
England	John Galt	2	2/0	2
France	Steve Smith	D3/12	12/11	23
Germany	Vince Leamons	D4/7	7/8	15
Italy	Bob Aube	D2/11	11/16	27
Russia	Jeff McKee	1	1/0	1
Turkey	Harry Milliken	6	6/0	6
			39/35	74

Fifth - CADS Plus Five

<u>Country</u>	<u>Player</u>	<u>Result</u>	<u>Points</u>	<u>Total Points</u>
Austria	David Hood	D4/8	8/8	16
England	Steve Courtemanche	1	1/0	1
France	Mark Lew	3	3/0	3
Germany	Dave McCrumb	3	3/0	3
Italy	Vince Lutterbie	D3/7	7/11	18
Russia	Mike Pinkerton	1	1/0	1
Turkey	Tim Minnig	4	4/0	4
			27/19	46

Sixth - No-Name Gang

<u>Country</u>	<u>Player</u>	<u>Result</u>	<u>Points</u>	<u>Total Points</u>
Austria	Byron Gutierrez	0	0/0	0
England	Eric Hyman	D4/7	7/8	15
France	Charlie Otte	6	6/0	6
Germany	Ken Woodruff	1	1/0	1
Italy	Robert Cheek	0	0/0	0
Russia	Dave Villadsen	5	5/0	0
Turkey	Michael Lee	2	2/0	0
			21/8	29

Seventh - Deposed Dictators

<u>Country</u>	<u>Player</u>	<u>Result</u>	<u>Points</u>	<u>Total Points</u>
Austria	Ed Menders	1	1/0	1
England	Chris Vrem	0	0/0	0
France	Chris Hunt	0	0/0	0
Germany	Tim Moore	D4/8	8/8	16
Italy	Mike Geifman	2	2/0	2
Russia	Lance Anderson	0	0/0	0
Turkey	Brooke Raasch	0	0/0	0

'Tis, finally, the Man, who, lifted high,
 Conspicuous object in a Nation's Eye,
 Or left unthought of in obscurity, ---
 Who, with a toward or untoward lot,
 Prosperous or adverse, to his wishes or not ---
 Plays, in the many games of life, that one
 Where what he most doth value must be won:
 Whom neither shape of danger can dismay,
 Nor thought of tender happiness betray.

William Wordsworth

GAME REPORTS -- SUPPLY CENTER CHARTS FROM DIPCON XXII

Individual Diplomacy Division (Round One) - Saturday evening

Board 1

Austria=Michael Legg, England=Erik Adenstedt, France=Steve Cooley, Germany=Eric Aldrich,
Italy=Cathy Ozog, Russia=Ken Gestiehr, Turkey=Vincent Lutterbie

	01	02	03	04	05	06	07	08	09	10	pos.
Austria	5	5	5	5	2	0	0				elim
England	4	2	1	1	0	0	0				elim
France	5	7	7	7	9	10	12				draw
Germany	5	5	7	6	6	6	6				draw
Italy	4	4	4	2	2	2	0				elim
Russia	5	7	6	7	8	6	4				surv
Turkey	4	4	4	6	7	10	12				surv

Board 2

Austria=Greg Ellis, England=Nick Marks, France=Mike Pinkerton, Germany=Dave McCrumb,
Italy=Steve Smith, Russia=Edi Birsan, Turkey=Geoff Richard

	01	02	03	04	05	06	07	08	09	10	pos.
Austria	4	4	2	1	0						elim
England	5	8	10	11	12						draw
France	4	4	5	5	6						draw
Germany	5	2	2	0	0						elim
Italy	5	5	7	8	8						draw
Russia	5	6	5	7	6						draw
Turkey	4	4	3	2	2						surv

Board 3

Austria=Bob Aube, England=Tim Moore, France=Jon Fleischman, Germany=Phil Boncer,
Italy=John Galt, Russia=Mark Lew, Turkey=Sue Welter

	01	002	003	004	005	006	007	008	009	010	pos.
Austria	5	6	7	7	8	9					draw
England	4	7	9	12	9	8					draw
France	6	6	7	7	8	9					draw
Germany	4	4	2	0	0	0					elim
Italy	3	3	2	1	1	0					elim
Russia	5	2	1	0	0	0					elim
Turkey	4	5	6	7	8	8					draw

Board 4

Austria=Randy Goldring, England=Eric Hyman, France=Matt McVeigh, Germany=Don Williams,
Italy=Gary Behnen, Russia=Byron Gutierrez, Turkey=Hohn Cho

	01	02	03	04	05	06	07	08	09	10	pos.
Austria	4	4	4	0	0	0	0	0	0	0	elim
England	4	4	4	5	5	6	7	9	8	9	surv
France	5	6	6	8	9	9	9	9	8	6	surv
Germany	5	5	5	5	4	4	3	1	0	0	surv
Italy	4	5	5	5	6	5	3	1	1	1	surv
Russia	6	6	6	6	4	2	1	0	0	0	elim
Turkey	4	4	4	5	6	8	10	14	17	18	win

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Board 5

Austria=Chris Hunt, England=Steve Golob, France=Tim Minnig, Germany=Charlie Otte, Italy=Eric Newhouse, Russia=Pete Woodruff, Turkey=Jeff McKee

	01	02	03	04	05	06	07	08	09	10	pos.
Austria	4	2	1	0	0						elim
England	5	6	7	9	12						draw
France	5	5	7	6	4						surv
Germany	5	4	2	1	1						surv
Italy	4	6	8	9	9						draw
Russia	5	6	5	3	1						surv
Turkey	4	5	5	6	7						draw

Board 6

Austria=Nick Beliaeff, England=Dave Villadsen, France=Vince Leamons, Germany=Colin Michaels (Geifman), Italy=Ken Woodruff, Russia=David Myers, Turkey=Lance Anderson

	01	02	03	04	05	06	07	08	09	10	pos.
Austria	5	6	7	9	10	11	13	17	17		draw
England	4	5	4	2	0	0	0	0	0		elim
France	5	6	7	9	10	9	6	2	1		surv
Germany	5	5	6	6	6	6	4	1	0		elim
Italy	4	4	4	1	0	0	0	0	0		elim
Russia	4	3	1	1	1	0	0	0	0		elim
Turkey	5	5	5	6	7	8	11	14	16		draw

Board 7

Austria=Harry Milliken, England=David Hood, France=Ron Spitzer, Germany=Russ Fox, Italy=Ed Menders, Russia=Jay Shufeldt, Turkey=Larry Cronin

	01	02	03	04	05	06	07	08	09	10	pos.
Austria	5	5	5	5	5	5					draw
England	5	5	5	5	5	6					draw
France	5	6	6	6	6	6					draw
Germany	4	4	4	4	4	4					draw
Italy	4	4	3	3	3	3					draw
Russia	4	5	5	5	5	5					draw
Turkey	5	5	6	6	6	5					draw

LOST AND FOUND DEPARTMENT

For the first time in recent memory nobody left a Diplomacy game behind at DIPCON. However, somebody did leave behind a glass coffee maker pot. There was even a charge slip inside the bag, but unfortunately I can't read the name imprint so I don't know who it belongs to. I hope somebody names and claims it; and figures out how to get it back to them. It's not something I'd really like to mail.

Individual Diplomacy Division (Round Two) - Sunday morning

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board 1

Austria=Susan Welter, England=John Galt, France=Matt McVeigh, Germany=Eric Aldrich,
Italy=Steve Cooley, Russia=Tim Moore, Turkey=Greg Ellis

	01	02	03	04	05	06	07	08	09	10	pos.
Austria	4	1	1	0	0						elim
England	4	4	2	0	0						elim
France	6	6	7	8	12						draw
Germany	5	6	6	7	5						surv
Italy	3	5	3	4	2						surv
Russia	5	6	8	8	7						draw
Turkey	4	6	7	7	8						draw

board 2

Austria=Edi Birsan, England=Mike Pinkerton, France=Erik Adenstedt, Germany=Bill Gallagher,
Italy=Hohn Cho, Russia=Jay Shufeldt, Turkey=Steve Smith

	01	02	03	04	05	06	07	08	09	10	pos.
Austria	5	5	7	6	6	6	9	9	10		draw
England	5	6	5	6	7	7	6	7	5		surv
France	5	5	4	5	5	5	6	6	7		surv
Germany	5	5	7	6	6	7	6	5	4		surv
Italy	4	4	5	5	5	5	6	7	8		draw
Russia	5	4	3	3	2	1	1	0	0		elim
Turkey	4	5	3	3	3	3	0	0	0		elim

board 3

Austria=Mark Lew, England=Nick Marks, France=Eric Hyman, Germany=Russ Fox,
Italy=Byron Gutierrez, Russia=Lance Anderson, Turkey=Randy Goldring

	01	02	03	04	05	06	07	08	09	10	pos.
Austria	5	6	7	7	8	9					draw
England	4	4	3	3	2	1					surv
France	5	5	6	5	6	5					draw
Germany	5	5	6	6	6	6					draw
Italy	3	4	1	0	0	0					elim
Russia	6	6	5	5	4	3					surv
Turkey	4	4	6	8	8	10					draw

board 4

Austria=David Myers, England=Nick Beliaeff, France=Dave McCrumb, Germany=Jeff McKee,
Italy=Bob Aube, Russia=Dave Villadsen, Turkey=Tim Minnig

	01	02	03	04	05	06	07	08	09	10	pos.
Austria	5	5	2	2	2	2	1				surv
England	5	6	7	9	10	11	11				draw
France	5	5	4	0	0	0	0				elim
Germany	5	5	6	8	9	10	11				draw
Italy	4	5	5	5	5	5	5				surv
Russia	4	2	2	3	3	1	1				surv
Turkey	5	6	8	7	5	5	5				surv

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Board 5

Austria=Eric Newhouse, England=Vince Lutterbie, France=Vince Leamons, Germany=Michael Legg, Italy=Don Williams, Russia=Steve Golob, Turkey=Gary Behnen

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	<u>10</u>	<u>pos.</u>
Austria	5	3	3	0							surv
England	4	4	5	6							surv
France	5	5	6	6							surv
Germany	5	5	5	5							surv
Italy	5	7	5	7							draw
Russia	5	6	4	1							surv
Turkey	4	4	6	9							draw

Board 6

Austria=Geoff Richard, England=Ed Menders, France=Ron Spitzer, Germany=Larry Cronin, Italy=Clark Reynolds, Russia=Ron Cameron, Turkey=Charlie Otte

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	<u>10</u>	<u>pos.</u>
Austria	5	3	2	2	2	3	3				draw
England	5	5	7	7	7	7	7				draw
France	5	5	6	6	5	6	5				draw
Germany	4	5	4	3	3	2	3				draw
Italy	4	4	6	7	6	6	7				draw
Russia	6	7	4	4	4	3	1				draw
Turkey	4	5	5	5	7	7	8				draw

TEE SHIRTS AND FOTOS DISPLAY

One of the more colorful side-lights of this year's DIPCON was a display of 75 or so of my tee shirts. Included were shirts from Diplomacy cons and other events held all over the world: WORLD DIPCON, DIPCON, PEERICON, MASTONDONCON, ORIGINS, ATLANTICON, DIXIECON, and such rarities as a Cambridge University Diplomacy Society shirt, and a Fifth of BeethovenCon shirt. Tee shirts from all over the world were displayed; including: The Americas, Australia, Singapore, Hong Kong, China, Russia, Poland, Italy, France, and England. Sports events were represented by their own collection from the Olympics, Soccer's World Cup, Baseball, Football, Basketball, Hockey, etc. Some shirts were more popular than others and I had to rescue one of my Diplomacy tee shirts from one over-zealous tournament player who wanted to take it home for a prize.

Tom Nash would have loved it! I had hundreds of fotos from the fotobank on display; including some that dated back to 1965. There were old-timers and hobby old farts, as well as fotos from such recent events as WORLD DIPCON, DIXIECON, ORIGINS, and last year's DIPCON. The two most oft-repeated comments were: "Geee, you used to be cute;" and, "Wow, you used to have hair!" Remember, the camera never lies. If anybody has an extra fotos of this year's events, especially in B&W, the Fotobank would appreciate having copies or negatives for The Archives.

We did get to see a video tape made of Melinda Holley by her boss, but my scheme to get a video camera recorder out to the Con fell through. Nobody had one and renting one with an operator is just too expensive. Someday...

INDIVIDUAL DSI RESULTS

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NAME	IND SCORE1	IND SCORE2	IND
Cho, Hohn	50.32	24.16	40.0
Belliaeff, Nick	33.16	27.16	39.0
Anderson, Lance	32.16	3.00	38.0
Cooley, Steve	28.16	2.00	37.0
McKee, Jeff	27.16	18.11	36.0
Birsan, Edi	26.16	14.08	35.0
Behnen, Gary	25.16	1.00	34.0
Williams, Don	23.16	0.00	33.0
McVeigh, Matt	23.11	6.00	32.0
Golob, Steve	23.11	1.00	31.0
Aldrich, Eric	22.16	5.00	30.0
Newhouse, Eric	20.11	0.00	29.0
Marks, Nick	20.08	1.00	28.0
Ellis, Greg	19.11	0.00	27.0
Moore, Tim	18.11	16.08	26.0
Goldring, Randy	18.08	0.00	25.0
Aube, Bob	17.08	5.00	24.0
Lew, Mark	17.08	0.00	23.0
Fleischman, Jon	17.08	-1.00	22.0
Smith, Steve	16.08	0.00	20.5
Welter, Susan	16.08	0.00	20.5
Fox, Russell	14.08	8.04	19.0
Pinkerton, Mike	14.08	5.00	18.0
Hyman, Eric	13.08	9.00	17.0
Otte, Charlie	12.04	1.00	16.0
Lutterbie, Vince	12.00	6.00	15.0
Spitzer, Ron	11.04	9.04	14.0
Menders, Ed	11.04	7.04	13.0
Reynolds, Clark	11.04	-1.00	12.0
Hood, David	10.04	-1.00	11.0
Cronin, Larry	9.04	7.04	10.0
Shufeldt, Jay	9.04	0.00	9.0
Milliken, Harry	9.04	-1.00	8.0
Richard, Geoff	7.04	2.00	7.0
Adenstedt, Erik	7.00	0.00	6.0
Leamons, Vince	6.00	1.00	5.0
Cameron, Ron	5.04	-1.00	4.0
Minnig, Tim	5.00	4.00	3.0
Legg, Michael	5.00	0.00	2.0
Gallagher, Bill	4.00	-1.00	0.5
Gestiehr, Ken	4.00	-1.00	0.5
Myers, David	1.00	0.00	0.0
Villadsen, Dave	1.00	0.00	0.0
Woodruff, Pater	1.00	-1.00	0.0
McCrumb, Dave	0.00	0.00	0.0
Galt, John	0.00	0.00	0.0
Gutierrez, Byron	0.00	0.00	0.0
Ozog, Cathy	0.00	-1.00	0.0
Hunt, Chris	0.00	-1.00	0.0
Geifman, Mike	0.00	-1.00	0.0
Boncer, Phil	0.00	-1.00	0.0
Woodruff, Ken	0.00	-1.00	0.0

N.B.

"IND SCORE1" and
"IND SCORE2"
are not the true
scores, but have
been modified slightly
so that IND SCORE1
could be sorted while
taking the tiebreaker
into account
(-1 indicates the
player only played
one board)

Computer Diplomacy Division - Friday evening and thereafter

<u>Player</u>	<u>Country</u>	<u>Start Time</u>	<u>End Time</u>	<u>Total Time</u>	<u># of Centers Held</u>
Jeff McKee	Austria	2150:30	2203:40	13:10	20
Hohn Cho	Germany	1624:04	1637:44	13.40	18
Eric Newhouse	England	1013:00	1029:30	16:30	18
Greg Ellis	Italy	1613:00	1630:00	17:00	21
Chris Vrem	Turkey	1600:00	1822:00	102:00	18
John Galt	England	1435:00	1622:00	107:00	21
Pete Woodruff	Turkey	2350:00	0138:19	108:19	21
Bill Gallagher	Germany	2119:00	2319:00	120:00	11

This year's Computer Diplomacy event generated a lot of comment, some good but mostly bad, and all things considered that's not too surprising. Some people complained because the game program itself is so bad. Others complained that playing against the clock made the event nothing more than a glorified typing contest. Others complained because the event was included among the "major" events of the tournament. All the complaints have merit. But...

The one complaint that surprised me came from Susan Peele-Welter and her gang, who jumped on me because they felt I was confusing and equating PBEM Diplomacy and Computer Diplomacy. If that was the impression I gave, I did not intend to do so. Like much else in the hobby and game it's a matter of semantics. I refer to Computer Diplomacy (in reference to Avalon Hill's game) and also to computer Diplomacy when I mean the PBEM form of the game; and there's the rub. Obviously, especially in oral conversation, some people might mistake the one for the other.

Sorry, Sue, I do know the difference between the two.

People involved in PBEM Diplomacy are excited about their hobby, and rightly so. In time it may well supplant or replace PBM Diplomacy. No big deal, I think. But pardon me if I don't get all excited about it. You see, I've been through the changes from manual to electric to electronic, typewriters, to word processors; and from carbon paper to mimeo, to dotto, to thermofax, to xerox, to FAX, to God only knows what's next; and I'm still looking for a few good writers in the hobby. Improved hardware (and software) is no substitute for true creative genius.

I remember in my reading on the history of World War II reading about the trans-Atlantic telephone calls exchanged between Roosevelt and Churchill. The operational procedures involved in these calls, their content, and their style are discussed in some of the recent literature on the subject. And then last summer I had a chance to visit the Cabinet War Rooms in London and see the actual spot from which Churchill talked. What a letdown. And yet the eloquence of the message transcends the mechanical limitations of the device used to send it. Perhaps that is what we should keep in mind as we oh and ah about our latest technological marvels. They to shall pass.

The height of cleverness is to be able to conceal it.

Duc de la Rochefoucauld

THOUGHTS ON THE SCORING SYSTEM

Larry Peery

DIPCON scoring systems traditionally come under fire, especially from the losers. And, I suppose, it was inevitable that a scoring system as different and as complex as the one used this year would generate a certain amount of controversy. I feel no particular need to justify the system used at DIPCON XXII since, given our stated goals, it was a reasonable one. Nor do I think I need to explain the system since, to anyone who bothered to read the pre-event mailings and tournament instructions, it should have been clear as to what we were trying to do and the way we were trying to do it. Still, as so often happens in hobby discussions people don't always understand the new, the complex, or the controversial; let alone goals and operating procedures. Here are my thoughts on this year's scoring system.

First a bit of background. Early on I asked a number of the hobby's members who were, I thought, interested in scoring systems (as players, gamemasters, ratings custodians, tournament directors, etc.) for their input. What I got was a lot of heat and smoke, but little fire. Most of the input went to Don Del Grande, who had the final say on what scoring system would be used for the Individual, Team, and Variant Divisions. As I recall I got no input from anyone on what scoring system should be used for the other events, perhaps because no one understood what it was that I was trying to do.

DIPCONS in the past have traditionally consisted of a single Diplomacy event, sometimes played in more than one round, and a series of auxillary events that might or might not count for much. The big debates at those events were over things like how much a win should be worth, whether draws should include all survivors, etc. Year after year the same arguments were heard again and again. And no definite conclusions were ever reached. Nor will they ever be because these decisions call for value judgments. Whenever you hear anyone say, "This is the best system;" or "This is the only way it can be done;" or "I've got the final solution;" they don't know what they're talking about. To me this on-going debate was getting kind of boring. Inevitably someone won the championship, usually by a small margin according to whatever system was used; and just as inevitably somebody else groused about it. Winners were accused of playing the system, or not playing enough games, or having a game thrown to them by toadies, etc. etc.

Given the opportunity, as I was this year, I decided to shake things up a bit and rattle the status quo, but it was not an anarchist's trouble-making. It was the result of much thought based on considerable research. Keep in mind that few people in the hobby have been as fortunate as I in the past couple of years. They haven't had the opportunity to attend as many Diplomacy conventions as I, or participate in so many different kinds of Diplomacy events, in such a variety of roles. Three DIPCONS (Fredericksburg, San Antonio, San Diego), ORIGINS (Los Angeles), STRATEGICON et al. (Los Angeles), DIXIECON (Chapel Hill), WORLD DIPCON/MANORCON (Birmingham, England), CAMCON, PEERICONS, etc.; more than 25 Diplomacy events in the past four years. And from each one I learned something. At least I hope I did.

I also have another unique vantage point from which to observe the hobby; that of DW's publisher and editor. And regardless of whether you consider DW to be the hobby's "flagship" or not, the point is that its publisher is, or should be, one of the best informed people in the hobby. I get a tremendous amount of input from all the hobby's various elements (PRM, FTF, PBEM, Tournament/Convention, Variant, Computer Diplomacy, International, etc.) everywhere (over 20 different countries in the past few months) and from every kind of background and degree of interest. With the possible exception of the BNC and Zine Register publisher, no one has access to more information on the hobby than I. Obviously that doesn't mean I always use it, or even use it wisely. But the info is there.

I have observed a number of events and trends in the hobby during the past few years that have disturbed me. Nothing radically wrong, to be sure; and considering the state of the hobby a few years ago, I think we are in good shape today. But what has bothered me is the growing fragmentation of the hobby. Instead of One, we are Many. That's not good. We are too few in number to be schismatic. What's worse; we are becoming elitist. The schismatics say, "If you don't agree with me...out!" The elitists say, "My way is better than yours...out!" All very distressful, especially to one who has been accused of trying to organize the hobby for years.

And, believe it or not, from all these reflections came the event that was DIPCOON XXII. I wanted a different kind of event and I wanted a balanced event. I think I achieved that. I wanted to give all the hobby's elements a chance at the title, and force people to face the fact that the hobby consists of more than just their own little world. I wanted to mix it up for old-timers and novices alike. I wanted geography to play no part in the tournament's results. And above all, I wanted no one to be able to play the system for the sake of winning.

The question was, "Would they enjoy it?"

Championships and scoring systems have always been controversial. Some of you may remember years ago when Van Cliburn won the Tchaikovsky Competition's Gold Medal during the height of the Cold War. The judges were terrified at the thought of having to award the Soviet Union's most prestigious artistic prize to an American. The debate between the judges and politicians went on for hours. Finally, in the middle of the night, they called Khrushchev himself to see what they should do. Khrushchev's one question was, "Is he the best piano player there?" The answer was, "Yes." "Then there is no question. Give him the prize." And so they did. The Olympics, from which we drew our inspiration for a Diplomacy Decathlon event this year, is always full of surprises when it comes time to hand out the medals. Sometimes this is a political thing, but sometimes not. One big problem with getting baseball into the accepted list of Olympic sports is that there are so few qualified umpires in the sport outside the United States. I remember back in the 1960s when I was a college student. I had a health education class, of all things, from Don Coryell, the future Cardinals and Chargers coach; and some of his comments on the officiating at various games the Aztecs played. We had a strictly unofficial pool that New Year's to see who had done the best job of picking the winners for 10 different bowl games. The Monday afterwards we all gathered to see who had done the best job. It was a devastating season climax. Upset after upset after upset. I had picked seven winners, the best in the class, and six of them were upsets. Coryell asked me how I had did it, and I responded, "Well, I just picked the schools I liked." His comment, "On any given day, any given football team, college or pro, can beat any other team. What you have to look for is the averages over the season." So, even among the pros there is no consensus.

This year's DIPCOON threw several new ideas at the participants. The idea of having to compete in more than one event was new. The idea of having different events count for different values was also different. The secrecy of the scoring system was another. No doubt some disliked the changes.

Some Diplomacy players are purists. To them only classic Diplomacy matters. You won't find them messing around with computers, or modems, or... They're even suspicious of variant Diplomacy and it's been around from the beginning. But crawl, walk, or run the players at this year's DIPCOON did get an exposure to some of the other forms of the game. The idea was to find the best over-all player and hobbyist, no matter what his or her field of expertise.

Purists would, no doubt, dislike such an approach; and since it is a value judgment question, who is to say whose view is better? Actually I heard remarkably little criticism of the multi-event, decathlon format we used this year. In fact I think most people enjoyed it and found the change pleasant.

There were, however, criticisms of how the concept was implemented. Here again, many of the criticisms are based on value judgments and call shots at best. Who is to say which answer is correct or which choice is the better? Here are some of the specific

criticisms I heard. No doubt there will be others, but I'm not going to try to respond to each and every one. They tend to fall into certain groups, anyway.

Classification of Divisions As Major and Minor Events: Everyone agreed, I think, that the seven events used this year were of different values and importance as far as the over-all scoring system. In designing the over-all scoring system I tried to keep it as simple as I could, knowing the job that would face Don during that last hour or so on Sunday when he had to determine the final results. Whenever I had to make a choice; I leaned toward the simpler decision. That's why there were seven events, divided into two groups of four and three, with two of the four and one of the three counting, and they were worth 40-40-20 points maximum. People can and always will quibble over numbers. Whether Computer Diplomacy should have been a "major" event; or a "minor" one is a value judgment. Whether Gunboat Diplomacy should have been a "minor" event or a "major" event is another value judgment.

Individual Divisions: Over-all I think the Team, Individual, Variant, Gunboat, and NADB Exam events went well. Several people have suggested that the Computer Diplomacy Division was nothing more than a typing test in which a fast typist would do better than a poor one. Alternatively, they suggested having the winner determined by how fast in game years, instead of real time, he could get 18 centers. Perhaps someone will experiment with that format and see how it works. Let me know. Several people pointed out that a first place finish in a 49 player event was only worth the same as a first place finish in a 9 player event; and that a ninth place finish in a nine player event was worth much more than last place in a 49 player event. That's true.

These are technical flaws, if flaws they are, and my feeling is one of relief that there weren't more of them. People will always quibble about technicalities. There are people who think the Mona Lisa's eyes should be hazel instead of brown. And, depending on how you play with the numbers, you can come up with a lot of different results. And that's nothing new either. The amazing thing to me is that the system worked as well as it did considering the many different problems we faced.

ANNOUNCEMENTS

Deadline for DW #56: The deadline for the next issue is 1 October. Material for that issue must be received by that date and that includes new items, summer con reports, questionnaires, etc. There will be a very short period before the issue goes to press and in the mail, so don't be late. In fact, the sooner you get your material in, the better. The deadline for the Winter 1990 issue is 1 December, 1989. Again, that's a firm deadline. Note that there is a possibility I will be gone from the end of October until mid-November, so take that into account in writing me.

Questionnaires: Two important questionnaires are included with this mailing if you are a DW subscriber and attended DIPCON. Otherwise, you get one of them. I urge you to fill them out (following the instructions) and return them as soon as possible.

DIPCON Prize Pick-up: Some of you did not claim your prizes or awards after the Con. I suspect that's because some of you left on Sunday night after the banquet and some of you didn't realize you had additional prizes coming. I'll try to put a note in here to those of you who have prizes to be claimed. If I can arrange it I'd rather do a bulk mailing than a bunch of individual ones. That's a lot of work and expense.

DIPCON Debts: Several people still owe me for their Awards banquet tickets. I hope you know who you are. And I hope you settle up soon.

MIDCON and SPIELKREIG WIEN: Depending on the grace of God, the banks, and the courts, I may be off to attend these two events in November. It's really a matter of timing as to whether I go, or not. You see, I promised somebody I would throw a brick through the window of the Birmingham Police Department HQ, and I'd conduct the completed Schubert's Unfinished Symphony in Vienna.

THE LAST GAME OF ALL: Just for the record, the last gaming event of this year's DIPCON was a one on one game between me (England) and Matt McVeigh (Germany) playing a LAS VEGAS DIPLOMACY variant where you bid for the right to write the orders for the other countries. Do I really need to tell you who won?

NAME	IND	VARIANT	TEAM	COMPUTER
Birsan, Edi	35.0	0.0	37.0	0.0
McKee, Jeff	36.0	0.0	16.0	40.0
Galt, John	0.0	33.5	16.0	35.0
Newhouse, Eric	29.0	0.0	30.0	38.0
Beliaeff, Nick	39.0	0.0	30.0	0.0
Cooley, Steve	37.0	0.0	30.0	0.0
Cho, Hohn	40.0	38.5	37.0	39.0
Gallagher, Bill	0.5	32.0	23.0	33.0
Adenstedt, Erik	6.0	38.5	23.0	0.0
Aldrich, Eric	30.0	0.0	37.0	0.0
McVeigh, Matt	32.0	0.0	23.0	0.0
Ellis, Greg	27.0	0.0	23.0	37.0
Moore, Tim	26.0	33.5	0.0	0.0
Shufeldt, Jay	9.0	29.0	30.0	0.0
Behnen, Gary	34.0	0.0	37.0	0.0
Williams, Don	33.0	0.0	37.0	0.0
Golob, Steve	31.0	0.0	37.0	0.0
Marks, Nick	28.0	0.0	30.0	0.0
Smith, Steve	20.5	40.0	16.0	0.0
Aube, Bob	24.0	0.0	16.0	0.0
Cameron, Ron	4.0	0.0	37.0	0.0
Pinkerton, Mike	18.0	37.0	9.0	0.0
Goldring, Randy	25.0	0.0	30.0	0.0
Lew, Mark	23.0	0.0	9.0	0.0
Boncer, Phil	0.0	29.0	23.0	0.0
Gestiehr, Ken	0.5	29.0	0.0	0.0
Spitzer, Ron	14.0	0.0	30.0	0.0
Cheek, Robert	0.0	36.0	2.1	0.0
Anderson, Lance	38.0	0.0	0.0	0.0
Courtemanche, Steve	0.0	29.0	9.0	0.0
Woodruff, Ken	0.0	35.0	2.1	0.0
Cronin, Larry	10.0	0.0	23.0	0.0
Welter, Susan	20.5	0.0	16.0	0.0
Vrem, Chris	0.0	0.0	0.0	36.0
Woodruff, Peter	0.0	0.0	0.0	34.0
Lutterbie, Vince	15.0	0.0	9.0	0.0
Legg, Michael	2.0	29.0	0.0	0.0
Hyman, Eric	17.0	0.0	2.1	0.0
Menders, Ed	13.0	0.0	0.0	0.0
Otte, Charlie	16.0	0.0	2.1	0.0
Milliken, Harry	8.0	0.0	16.0	0.0
Ozog, Cathy	0.0	0.0	23.0	0.0
Leamons, Vince	5.0	0.0	16.0	0.0
Fleischman, Jon	22.0	0.0	0.0	0.0
Hood, David	11.0	0.0	9.0	0.0
Fox, Russell	19.0	0.0	0.0	0.0
Davis, Fred	0.0	0.0	0.0	0.0
Reynolds, Clark	12.0	0.0	0.0	0.0
Minnig, Tim	3.0	0.0	9.0	0.0
Walker, Rod	0.0	0.0	0.0	0.0
McCrumb, Dave	0.0	0.0	9.0	0.0
Richard, Geoff	7.0	0.0	0.0	0.0
Villadsen, Dave	0.0	0.0	2.1	0.0
Gutierrez, Byron	0.0	0.0	2.1	0.0
Lee, Michael	0.0	0.0	2.1	0.0

NAME	GUNBOAT	NADB	MYSTERY
Birsan, Edi	1.5	20.0	0.0
McKee, Jeff	15.0	0.0	0.0
Galt, John	0.0	18.0	0.0
Newhouse, Eric	12.0	18.0	0.0
Beliaeff, Nick	16.0	0.0	0.0
Cooley, Steve	17.5	0.0	0.0
Cho, Hohn	5.0	0.0	0.0
Gallagher, Bill	0.0	13.0	0.0
Adenstedt, Erik	0.0	14.5	0.0
Aldrich, Eric	8.0	0.0	0.0
McVeigh, Matt	0.0	0.0	20.0
Ellis, Greg	10.0	0.0	0.0
Moore, Tim	0.0	14.5	0.0
Shufeldt, Jay	13.0	0.0	0.0
Behnen, Gary	0.0	0.0	0.0
Williams, Don	0.0	0.0	0.0
Golob, Steve	0.0	0.0	0.0
Marks, Nick	6.0	0.0	0.0
Smith, Steve	0.0	0.0	0.0
Aube, Bob	19.0	0.0	0.0
Cameron, Ron	17.5	0.0	0.0
Pinkerton, Mike	0.0	0.0	0.0
Goldring, Randy	0.0	0.0	0.0
Lew, Mark	20.0	0.0	0.0
Boncer, Phil	0.0	0.0	0.0
Gestiehr, Ken	0.0	16.0	0.0
Spitzer, Ron	0.0	0.0	0.0
Cheek, Robert	0.0	0.0	0.0
Anderson, Lance	0.0	0.0	0.0
Courtemanche, Steve	0.0	0.0	0.0
Woodruff, Ken	0.0	0.0	0.0
Cronin, Larry	4.0	0.0	0.0
Welter, Susan	0.0	0.0	0.0
Vrem, Chris	0.0	0.0	0.0
Woodruff, Peter	0.0	0.0	0.0
Lutterbie, Vince	9.0	0.0	0.0
Legg, Michael	0.0	0.0	0.0
Hyman, Eric	11.0	0.0	0.0
Menders, Ed	14.0	0.0	0.0
Otte, Charlie	7.0	0.0	0.0
Milliken, Harry	0.0	0.0	0.0
Ozog, Cathy	0.0	0.0	0.0
Leamons, Vince	1.5	0.0	0.0
Fleischman, Jon	0.0	0.0	0.0
Hood, David	0.0	0.0	0.0
Fox, Russell	0.0	0.0	0.0
Davis, Fred	0.0	18.0	0.0
Reynolds, Clark	3.0	0.0	0.0
Minnig, Tim	0.0	0.0	0.0
Walker, Rod	0.0	12.0	0.0
McCrumb, Dave	0.0	0.0	0.0
Richard, Geoff	0.0	0.0	0.0
Valladsen, Dave	0.0	0.0	0.0
Gutierrez, Byron	0.0	0.0	0.0
Lee, Michael	0.0	0.0	0.0

OVERALL RESULTS

PLACE	NAME	MAJOR	MINOR	TOTAL
1	Birsan, Edi	72.00	20.00	92.00
2	McKee, Jeff	76.00	15.00	91.00
3	Galt, John	68.50	18.00	86.50
4	Newhouse, Eric	68.00	18.00	86.00
5	Beliaeff, Nick	69.00	16.00	85.00
6	Cooley, Steve	67.00	17.50	84.50
7	Cho, Hohn	79.00	5.00	84.00
8	Gallagher, Bill	65.00	13.00	78.00
9	Adenstedt, Erik	61.50	14.50	76.00
10 (TIE)	Aldrich, Eric	67.00	8.00	75.00
10 (TIE)	McVeigh, Matt	55.00	20.00	75.00
12 (TIE)	Ellis, Greg	64.00	10.00	74.00
12 (TIE)	Moore, Tim	59.50	14.50	74.00
14	Shufeldt, Jay	59.00	13.00	72.00
15	Behnen, Gary	71.00	0.00	71.00
16	Williams, Don	70.00	0.00	70.00
17	Golob, Steve	68.00	0.00	68.00
18	Marks, Nick	58.00	6.00	64.00
19	Smith, Steve	60.50	0.00	60.50
20	Aube, Bob	40.00	19.00	59.00
21	Cameron, Ron	41.00	17.50	58.50
22 (TIE)	Pinkerton, Mike	55.00	0.00	55.00
22 (TIE)	Goldring, Randy	55.00	0.00	55.00
24 (TIE)	Lew, Mark	32.00	20.00	52.00
24 (TIE)	Boncer, Phil	52.00	0.00	52.00
26	Gestiehr, Ken	29.50	16.00	45.50
27	Spitzer, Ron	44.00	0.00	44.00
28	Cheek, Robert	38.10	0.00	38.10
29 (TIE)	Anderson, Lance	38.00	0.00	38.00
29 (TIE)	Courtemanche, Steve	38.00	0.00	38.00
31	Woodruff, Ken	37.10	0.00	37.10
32	Cronin, Larry	33.00	4.00	37.00
33	Welter, Susan	36.50	0.00	36.50
34	Vrem, Chris	36.00	0.00	36.00
35	Woodruff, Peter	34.00	0.00	34.00
36	Lutterbie, Vince	24.00	9.00	33.00
37	Legg, Michael	31.00	0.00	31.00
38	Hymn, Eric	19.10	11.00	30.10
39	Menders, Ed	13.00	14.00	27.00
40	Otte, Charlie	18.10	7.00	25.10
41	Milliken, Harry	24.00	0.00	24.00
42	Ozog, Cathy	23.00	0.00	23.00
43	Leamons, Vince	21.00	1.50	22.50
44	Fleischman, Jon	22.00	0.00	22.00
45	Hood, David	20.00	0.00	20.00
46	Fox, Russell	19.00	0.00	19.00
47	Davis, Fred	0.00	18.00	18.00
48	Reynolds, Clark	12.00	3.00	15.00
49 (TIE)	Minnig, Tim	12.00	0.00	12.00
49 (TIE)	Walker, Rod	0.00	12.00	12.00
51	McCrumb, Dave	9.00	0.00	9.00
52	Richard, Geoff	7.00	0.00	7.00
53 (TIE)	Villadsen, Dave	2.10	0.00	2.10
53 (TIE)	Gutierrez, Byron	2.10	0.00	2.10
53 (TIE)	Lee, Michael	2.10	0.00	2.10

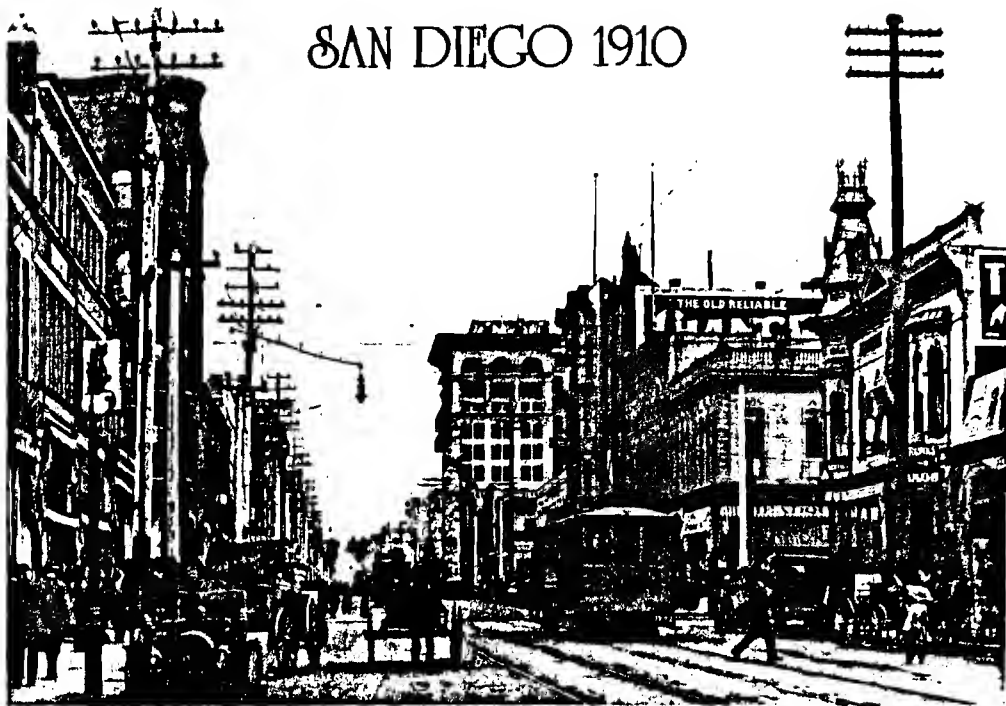
Values
".1" are
the 6th
team, w/
scores;
points e

BROOKE RAASCH, CHRIS HUNT, MIKE GEIFMAN, DAVID MYERS scored zero

THE 1989 DIPCON AWARDS BANQUET...

...AN EVENING WITH THE ROMANOFFS

SAN DIEGO 1910



Sunday, July 30, 1989

The Sunset Room

Town & Country Hotel

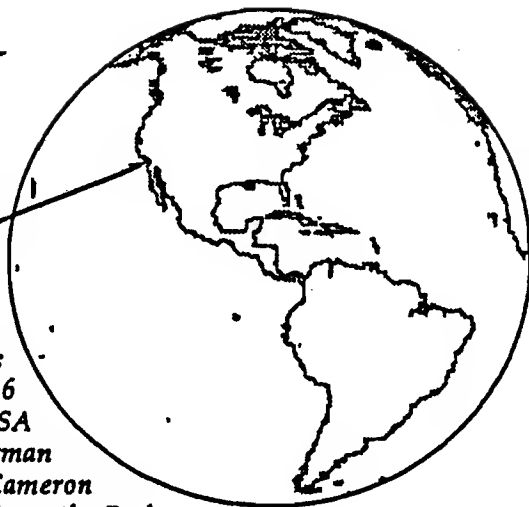
San Diego, California

/80/

Dipcon XXII

North American Diplomacy Championship
San Diego, California
July 28-30, 1989

Dipcon Administrative Committee:
Post Office Box 8416
San Diego, CA 92102, USA
Larry Peery, Chairman
Ron Cameron
Kenneth Peel



Welcome Once Again!

Hang in there. It's almost over.

Three days of smiling and lying have brought us to this --- the moment of truth. If my plan has been successful only one person at this moment knows who the new North American Diplomacy Champion is. Oscar never had it so good. And, in a few hours we will all know who the winners were this year, and where we will be meeting next year.

Although not everyone will go home with an award or a prize tonight, many of you will because this year's DIPCON prize pool is the largest ever thanks to the generosity of so many donors. One lesson I learned in preparing for this Con, and it's a lesson I think applies to the game as well, was, "Don't hesitate to ask. All they can do is say no." Well, a lot of people said yes this year and I want to thank them. They have made this a Con none of us will soon forget.

In addition to the DIPCON prizes and awards, we will also be announcing the recipients of this year's hobby awards, as well as presenting no less than three new perpetual awards to the hobby. They, more than anything else, represent our legacy to the hobby.

In a very real sense all of you, and those who have already left, are all winners. You will carry with you the memories of this weekend and, hopefully, they will be good ones. Tonight we dine with the Romanoffs, but more about them later.

Tomorrow we will dine with the Gorbachevs.

Bon Appetit!

MENU

Mixed Harvest Salad with choice of dressings...

...Chicken Kiev...

...Noodles Romanoff...

...Vegetable...

...Rolls & Butter...

...Strawberries Romanoff

...Beverages.

No host bar will be open from 1900-2100.
ID may be requested.
No smoking in the dining room.

PROGRAM

Welcome & Thank

Miscellaneous Prizes & Awards

- Cards
- Ladies Only Event
- Door Prize
- Kremlin Tournament
- Dip Air Power Demo Game
- Novice Dip Demo Games
- Best Poland
- Best Peerijavo
- Duck Williams Crying Towel Award

Minor Division Tournament Events Awards

- Mystery Event Division
- Gunboat Division
- NADB Exam

Hobby Awards

- WORLD DIPCON Perpetual Trophy Presentation
- DIPCON Perpetual Trophy Presentation
- Melinda Ann Holley Award Perpetual Trophy Presentation
- 1989 John Koning Memorial Award Presentation
- 1989 Rod Walker Award Presentation
- 1989 Don Miller Memorial Award Presentation

Major Division Tournament Events Awards

- Computer Dip Division
- Variant Dip Division
- Team Dip Division
- Individual Dip Division

OVER

Best Country Performances
Over-all Rankings (Seventh through First)

1989 PEERIOON AWARD
ROLEX AWARD
THE WESTGATE AWARD

Entertainment

Many people contributed to the success of this DIPCON. It is impossible to thank all of them individually, but let's give it a try.

ROLEX, Republic of Singapore

WESTGATE HOTEL, Lisa Lernoux

TASK FORCE GAMES, Ron Spitzer

PAPER MAYHEM, David Webber

AVALON HILL MONARCH, Tom Shaw & Rex Martin

TOWN & COUNTRY HOTEL, Dave Lusvardi & Ildiko Balogh

PIRATE T SHIRTS, Greg Manion

AZTEC AWARDS, Don & Dee Williams

SAN DIEGO ARTS FESTIVAL, Velores Butterfield

Thank also to Susan Peele-Welter, Steve Cooley, Clark Reynolds, and Byron Gutierrez who also helped out or, equally important, stood by ready to help out if needed.

THE HOBBY AWARDS

DON MILLER MEMORIAL AWARD

Rod Walker, 1983
Lee Kendter, Sr., 1984
Bob Olsen, 1985
Bill Quinn, 1986
Bruce Linsey, 1987
John Caruso & Simon Billenness (jointly), 1988

ROD WALKER AWARD

Mark Berch, 1984
Bruce Linsey, 1985
Daf Langley, 1986
J.R. Baker, 1987
Mark Berch & Fred Davis (tie), 1988

JOHN KONING MEMORIAL AWARD

Dan Stafford, 1986
Randolph Smyth, 1987
David McCrumb, 1988

NEW AWARDS ESTABLISHED

Three new perpetual hobby Awards have been established this year. The first, named for Melinda Ann Holley, will be awarded in years to come to the hobby's "outstanding female participant." It will be presented to the hobby by Ron Cameron, on behalf of its contributors. The Holley Award will join the Miller, Walker, and Koning Awards as part of the North American hobby awards.

In addition, perpetual trophies have been established for both the DIPCON and WORLD DIPCON Diplomacy events and these awards will be presented to the North American and International Diplomacy hobbies by Larry Peery on behalf of those participating in DIPCON XXII. The awards will be presented to the hosts of next year's DIPCON and WORLD DIPCON, who thus face the challenge of identifying the winners of their past events, and putting their names on the awards. Good luck!

THE 1989 HOBBY AWARDS NOMINEES

DON MILLER MEMORIAL AWARD --- "for outstanding service to the hobby."

DOUG ACHESON, for his work with the Canadian Diplomacy Organization.
 DON DEL GRANDE, for his work with the International Diplomacy Rating System.
 STEVE HEINOWSKI, for his service as Boardman Number Custodian.
 MELINDA ANN HOLLEY, for her work as EVERYTHING publisher, and gamemaster.
 REX MARTIN, for his work in promoting the game and hobby.
 KEN PEEL, for his work as publisher of THE ZINE REGISTER.
 ROBERT SACKS, for his work as publisher of KNOWN GAME OPENINGS.

ROD WALKER AWARD --- "for outstanding literary achievement."

KEN HAGER, ERIC LAWSON, BRUCE LINSEY, and REX MARTIN, for the DIPLOMACY feature issue of The GENERAL, Vol. 24, No. 1.
 NELSON HEINTZMAN, for his skills as a diplomacy negotiator in 1986AI.
 ROBERT GREIER, for his "A Novice Publisher's Point of View on Publishing," in KATHY'S KORNER/WHITESTONIA.
 ROBERT SACKS, aka Karel Alaric, for his "Darkside Analysis," in KGO.

JOHN KONING MEMORIAL AWARD --- "for outstanding play of DIPLOMACY in any venue."

GARY BEHNEN, for his play in 1987CK (PERELANDRA).
 MELINDA ANN HOLLEY, for her many games and occasional victories.
 MARC PETERS, CANCON '88 Winner, DIPCON '88 Third Place.
 MIKE PETTY, for his victory in 1985AV (NOT NEW YORK).
 DAN SELLERS, DIPCON '88 Winner.

THE 1989 WINNERS

Thank to a concerted effort by his family and friends, Doug Acheson was the winner of the 1989 Don Miller Memorial Award. Ironically, even without his ballot box stuffing, Doug had an excellent chance of winning this award. There was, let me point out, nothing in the rules to prevent what Doug did.

To no one's surprise, I think, the Rod Walker Award this year went to the people who put together the special "Diplomacy" issue of The GENERAL: Ken Hager, Eric Lawson, Bruce Linsey, and Rex Martin.

And a very tight race for the John Koning Memorial Award went to Marc Peters, one of the hobby's best and most popular players.

For those of you who missed it at DIPCON, I have turned over my role in the Awards Project to Ron Cameron, who, I am sure, will do an excellent job next year.

PRIZES AND AWARDS GIVEN AT DIPCON XXII

Ladies Only Event - Cathy Ozog (white fur jacket)
 Kremlin Tournament - Erik Adenstedt & Bill Gallagher, tied (\$25 certificates from Avalon Hill)
 Best Poland (fastest elimination) - Nick Marks (Task Force Games)
 Best Peerijavo (neatest handwriting in orders) - Erik Adenstedt (Task Force Games)
 Duck Williams Crying Towel - Yong Hui Reilly, owner of the 1987 Firebird that Matt bricked, and Michael Geifman, who walked out on his game
 Mystery Event Division - Matt McVeigh (Best Division Block, Task Force Games)
 Gunboat Division - Mark Lew (Best Division Block, Task Force Games)
 NADB Exam - Edi Birsan (Best Division Block, Task Force Games)
 Computer Diplomacy Division - Jeff McKee (Best Division Block, \$25 certificate from Avalon Hill, sub to Paper Mayhem)
 Variant Diplomacy Division - Steve Smith (Best Division Block, National Geographic's Close-U U.S.A.)
 Team Diplomacy Division - Cameron's Californians, consisting of: A=D. Williams, E=E. Aldrich F=H. Cho, G=S. Golob, I=E. Birsan, R=G. Behnen, T=R. Cameron (individual Best Team Blocks for each player, Best Division Block to Ron Cameron, and appropriately colored tee shirts to each team member)
 Individual Diplomacy Division - Hohn Cho, 1st (Best Division Block, Task Force Games; Nick Beliaeff, 2nd (Task Force Games)
 Best Country Performances from Team and Individual Divisions - A=Nick Beliaeff, 2wy 17 ctrs., E=Ron Spitzer, 2wy 11 ctrs., F=Hohn Cho, 2wy 13 ctrs., G=Originally announced as Matt McVeigh, 2wy 10 ctrs., but Jeff McKee had a 2wy, 11 ctrs. result in Individual Game #4, I=Bob Aube, 2wy, 11 ctrs., R=Eric Newhouse, 2wy, 13 ctrs., T=Hohn Cho, Win. (Best Country Block, and appropriately colored tee shirts to each player).
 Over-all Top Seven Players - Hohn Cho, 7th, 84 pts.; Steve Cooley, 6th, 84.5 pts.; Nick Beliaeff, 5th, 85 pts.; Eric Newhouse, 4th, 86 pts.; John Galt, 3rd, 86.5 pts.; John McKee, 2nd, 91 pts.; Edi Birsan, 1st, 92 pts.
 PEERION IX - Hohn Cho, Grand Prize Winner (for first win), and Edi Birsan, Tournament Champion
 Rolex Drawing - Greg Ellis
 Westgate Award - Edi Birsan

THE SAGA OF EDI BIRSAN GOES ON

Some people think Hohn Cho was the outstanding Diplomacy player of DIPCON XXII. That argument is going to go on for a long, long time. But DIPCON XXII looked for something more than just the best player of regular Diplomacy. beyond that and, sure enough, that upset some of the hobby's purists. But this event (see my comments on the scoring system) was something more than just another Diplomacy event. I was looking for a champion. A real champion.

I have said, for years, that Edi Birsan is the best player in the hobby and that he is the outstanding Diplomacy player of all time. Well, you've heard the expression: "a self-fulfilling prophecy" no doubt. Perhaps it was. Perhaps it was *deja vu*, fate, or destiny. I don't know, What I do know is that Edi won this year's championship and that deserved to win it. Anyone who says otherwise has taken the Con's tee shirt logo too literally and we have, as always, a cask of sour grapes.

Winning was not the big deal in Edi's case. His behaviour after the victory showed him to be a true champion. He gave away the prizes: Hohn Cho got the weekend at the Westgate probably the last thing Edi needed or wanted; and he didn't collect his plane ticket to DIPCON XXIII, but he doesn't need that either. But Edi's no dummy. You didn't see him give that trophy to anybody, did you? No...A true Diplomacy champion.

DIPCON XXII HIT PARADE

Marla Cronin, Karen McVeigh, and Linda Courtemanche put their heads together during the Con and came up with a DIPCON XXII Hit Parade, just for your listening enjoyment. You decide how good, and how appropriate it is.

Erik Adenstedt - Vienna Blood, Puppet on a String
 Eric Aldrich - Call Me
 Lance Anderson - San Francisco, or You're In the Army Now!
 Robert Aube - Can't Get No Satisfaction

Gary Behnen - Mack The Knife
 Nick Beliaeff - Theme from Dr. Zhivago
 Edi Birsan - Memories
 Phil Boncer - Follow Me

Ron Cameron - Send In the Clowns
 Robert Cheek - Dancing Cheek to Cheek
 Hohn Cho - I Want It All and I Want It Now
 Steve Cooley - I'll Be There, or You're So Vain
 Linda Courtemanche - The Sounds of Silence
 Steve Courtemanche - Only the Good Die Young
 Larry Cronin - Promises, Promises; or Theme from the Bell Telephone Hour
 Marla Cronin - Theme from Psycho

Fred Davis - Yackety Yack, Don't Talk Back
 Don Del Grande - Baby, You're Out of Time

Greg Ellis - Give Me One More Chance to Make It Real

Russell Fox - Why Is Everyone Picking On Me?

Bill Gallagher - Theme from Gorki Park
 John Galt - Anything You Can Do, I Can Do Better
 Michael Geifman - Vesti la giubba, from Pagliacci by Leoncavallo
 Ken Gestiehr - I'm Going to Sit Right Down, and Write Myself a Letter
 Randy Goldring - Theme from Goldfinger
 Steve Golob - Sweet Talking Guy
 Charles Greger - Theme from Topper
 Byron Gutierrez - I Am Your Puppet

David Hood - Dixie!
 Chris Hunt - Players Only Love You While They're Playing
 Eric Hyman - Spanish Eyes

Audrey SF Jaxon - Theme from Forbidden Planet, or More

Vince Leamons - Until the Twelfth of Never
 Mike Lee - Wagner's The Ring, or Menotti's The Telephone (see Eric Aldrich)
 Mike Legg - Saturday Night's All Right For Fighting
 Mark Lew - Who Am I? from Les Miserables
 Vince Lutterbie - Stand By Me, or anything from Musak

Nick Marks - Theme from A Night At the Opera
 Mike Maston - Working For the Man

David McCrumb - Eating Goober Peas
Sharyn McCrumb - Theme from Mystery Theater
Jeff McKee - Help! I Need Somebody
Karen McVeigh - Under My Thumb
Matt McVeigh - Thick as a Brick, or Stravinsky's Firebird Suite

Ed Menders - Honesty
Jim Meinel - White Christmas
Harry Milliken - Autumn Leaves
Tim Minnig - Don't Think Twice, It's All Right
Tim Moore - King Lear
Mike Morris - Twist and Shout
David Myers - You're the Tops

Eric Newhouse - Hail to the Chief!

Charlie Otte - Hair!
Cathy Ozog - I Couldn't Get to Sleep At All

Larry Peery - It's My Party and I'll Cry If I Want To
Mike Pinkerton - The Times They Are a Changing

Brooke Raasch - Knock Three Times
Clark Reynolds - Theme from Sorry, Wrong Number; or, I Got Your Number
Geoff Richard - He Ain't Heavy, He's My Brother

Jay Shufeldt - In the Year 2525
Steve Smith - I Did It My Way
Ron Spitzer - Tell Me Lies, Sweet Little Lies

David Villadsen - I Love a Parade
Chris Vrem - Jealousie

Rod Walker - Paperback Writer
Susan Peele Welter - Matchmaker
Don Williams - Rubber Ducky
Ken Woodruff - Come On, Feel the Noise
Pete Woodruff - Va, pensiero, from Nabucco by Verdi

David Young - To Russia With Love

IT'S THE LITTLE THINGS

I don't know if it's true for you or not, but for me it's the little things about something like DIPCON I remember. I was writing up a report on some aspect of the Con and there was a quote I wanted to use, but I couldn't remember who said it. That's not an unusual occurrence around here. All I could remember was it went something like, "They Also Serve Who Only Watch and Wait." Well, Erik was at hand so I turned him loose on the reference books in the library and told him to find out who said it, etc.

Well, he tried, but so much for that idea.

I turned to my last great hope, and sure enough; they came through. Way back when there's a Shakespearian reference in one of his plays to the troops standing guard on the Northern Watches (Scotland) or the Southern Ramparts (Brighton Beach?). More recently it was used as the motto of the RAF's air defense forces during WWII.



"MUSEUM OF MAN," BALBOA PARK
SAN DIEGO, CA.

GIL McCUE

1989 IDTR RATINGS through DIPCON (not including MANORCON or NEW SOUTH WALES CHAMPIONSHIPS)

NAME	COUNTRY	TOTAL
Cooley, Steve	USA	36
Cho, Hohn	USA	24
Clutterbuck, Luke	AUS	20
Sexton, Bill	USA	20
England, Andrew	AUS	19
Wessels, Robert	AUS	19
Beliaeff, Nick	USA	17
Gould, Steve	AUS	16
McCrum, Dave	USA	16
Minnig, Timothy	USA	16
Smarr, Neil	AUS	15
Anderson, Lance	USA	13
Gurley, Morgan	USA	12
Cox, Scott	USA	12
Vickers, James	AUS	12
Gibson, Matthew	AUS	9
Neal, Kevin	USA	9
Sellers, Dan	USA	9
Winder, Darryl	AUS	9
McKee, Jeff	USA	8
Munro, Thorin	AUS	7
Murray, Mark	USA	7
Gardener, James	USA	7
Birsan, Edi	USA	6
Golob, Steve	USA	6
Chatterton, Brett	AUS	5
Dorsey, Rick	USA	5
Heaney, Jonathan	AUS	5
Kolotas, Harry	AUS	4
Sedgwick, Craig	AUS	4
Behnen, Gary	USA	4
Aldridge, Eric	USA	4
Warner, Dick	USA	4
Gonsalves, Mike	USA	3
Piotrowski, Czes	USA	3
Ashworth, Neil	AUS	3
Munro, Rowan	AUS	3
Williams, Don	USA	3
McVeigh, Matt	USA GBR	2
Venn, Jim	AUS	2
Fegan, Adrian	AUS	2
Castle, Ian	AUS	1
Hunter, Bill	USA	1
Gibson, Michael	AUS	1
Jankowski, Jan	USA	1
Sheppard, Doug	USA	0

THE DIPCON SOCIETY MEETING - Sunday morning

Forty-plus people showed up for the DIPCON Society meeting on Sunday morning, although some of those people had been up well into the wee hours of the night before. Two members of this year's DIPCON Administration Committee (Larry Peery and Ron Cameron) were present along with the chairman of last year's DIPCON Administration Committee (Greg Ellis), and two of the authors of the DIPCON Society Charter (Rod Walker and Fred Davis).

The first item discussed was the subject of WORLD DIPCON and specifically whether a second such event should be held in North America in 1990; and, if so, should it be held in conjunction with DIPCON. After a brief bit of historical background on what was ---a was not--- agreed to in England last year; those present decided that the DIPCON Society was the logical choice to administer such an event and that it should, in fact, be held in conjunction with DIPCON. Greg Ellis drafted the following DIPCON Society Charter amendment which was passed over-whelmingly, and sent on to next year's DIPCON for their ratification.

A resolution to Amend the Charter:

Section 1: Amend Article 3 by adding a new Section 3.7 as follows:

Section 3.7: The Administrative Committee is authorized to also administer WORLD DIPCON in conjunction with DIPCON as a single event when both are held in North America.

Section 2: If passed by a two-thirds majority at DIPCON XXII and ratified by a simple majority at DIPCON XXIII, this resolution will be made a permanent addition to the Charter of the DIPCON Society.

That was the only amendment proposed and/or adopted at the meeting.

There were four bids presented to host the 1990 DIPCON/WORLD DIPCON event. Three of them were sponsored by Robert Sacks (and presented by Cathy Ozog and Dave McCrumb); including one on behalf of ATLANTICON (Baltimore, MD), ORIGINS '90 (Atlanta, GA), and PHROLICON (Mt. Laurel, NJ). The fourth bid was sponsored by the Carolina Amateur Diplomats (and presented by David Hood) on behalf of DIXIECON (Chapel Hill, NC).

Presentations, discussions, and questions & answers centered around three issues: a gaming Con vs. Diplomacy event, con staffing, and the relative merits of the different sites. A lot of people had a lot to say about all three subjects.

When the smoke had cleared and the voting was over PHROLICON had 1 vote, ORIGINS had 4 votes, and ATLANTICON had 3 votes; DIXIECON received over 16 votes on the first ballot.

Having selected a site for the 1990 event the Society moved to the election of its 1990 Administrative Committee. Four people were nominated to serve: Simon Billenness, David Hood, Tom Nash, and Ken Peel. Hood (as Chairman), Nash, and Peel were elected.

The meeting was adjourned sine die, subject to the call of the new chair.

WORLD DIPCON II AND BEYOND

WORLD DIPCON II will be held, after all, in Chapel Hill, NC, and I personally think that's a splendid site for the event. My reasons are as strange as the rest of me, however I can give you four right off the top of my head: It's one of the most beautiful parts of America; It has a good, enthusiastic Diplomacy group; It has its Civil War connections to exploit; and the local people are among the most charming and gracious one can find anywhere.

But beyond Chapel Hill lies, so to speak, WORLD DIPCON III, in 1992. That is, according to our master plan, supposed to go to Australia. But guess what, there are other countries interested as well. I know of at least two other sites who are interested in bidding. What do we tell them? Should they go to Chapel Hill and present a bid? Or should they wait until 1991 and travel to Madison, or Lake Geneva, or wherever, to present a bid? Comments?

DIPCON XXII ROSTER OF PARTICIPANTS

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 Beliaeff, Nick 675 Muskingum Ave., Pacific Palisades, CA 90272
 Birsan, Edi 950 Alla Ave., Concord, CA 94518
 Boncer, Phil
 Cameron, Ron 7821 Bouma Cir., La Palma, CA 90623
 Cheek, Robert 14341 Franklin Ave., Tustin, CA 92680
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 Williams, Don 44016 4th St. East, Lancaster, CA 93535
 Woodruff, Ken 10 Lancewood, Irvine, CA 92715
 Woodruff, Pete 10 Lancewood, Irvine, CA 92715
 Young, David 126 So. 332nd Pl., #1104, Federal Way, WA 98003

WHO WE WERE AND WHERE WE CAME FROM

No DIPCOON ever achieves a perfect mix of participants, but we came close. The diverse collection of hobbyists we had was about as eclectic as one could hope for. Consider:

We had hobby old farts, old timers, and legends. I could have put together one game with 150 years of collective Diplomacy experience, and it probably would have ended in a seven way draw. People were there who were present at the creation of the hobby, and who created most of its important institutions, services, and organizations; and lived to tell about it.

We had young turks, yuppies on the rise, and computer dippers searching for their place in the sun. Worse, we had ex-young turks, yuppies on the rise, and computer dippers trying to maintain their place in the sun and keep their places on the threshold of hobby immortality, or immorality, depending on who you believe.

We had people, a few, from San Diego; lots of them from southern California; and even a couple of people from Los Angeles. Santa Barbara, always a civilized town, was well represented, and even northern California was out in force. But beyond, and beyond the beyond, attracted people to the Con. From Alaska, to Maine, and inbetween, they came. And came, and came. Well, that's what they told me.

There was every kind of Diplomacy player you can imagine and a few you probably can't. And they all seemed to be happily occupied most of the time. This was the first DIPCOON to consider seriously the role of other hobby segments beyond the FTF and PBM crowds; and that discussion is going to go on for a long, long time. What the ultimate role of variant, PBEM, Computer, etc. Diplomacy will be in the hobby I don't know, but anyone who says this is the only way, or the right way is a fool.

Hopefully, in time, we will all learn to sort it out. Don't worry, by then it will be too late. You see, Jeff McKee and I made this pact. He's going to be the tournament director and I'm going to be the host. It will be eighteen years from now, of course. And the site we've picked. Well, stick around. We'll let you know.

Where we came from is not as important as where we are going, of course. Today it matters little whether one is a hobby old fart, or a young Turk; whether one is located in New York City, or Tonga; or whether one is into classic PBM Diplomacy, or into PBEM or Computer Diplomacy. Today we have a hobby filled with lots of talented and enthusiastic people. I only wish they could find something constructive to do with their talents and that their enthusiastic was directed toward a positive purpose.

/94/

DIPCON XXII FINANCIAL REPORT

This is not a formal financial statement, but rather a report to let you know where the money came from and where it went this year. There was never a question about whether this year's DIPCON would make or lose money. The question was, "How much will it lose?" I figured if I could keep my cash subsidy for the event below \$1,000.00, I'd be satisfied. And, depending on how I juggle the books, I came pretty close.

Income

Our total income this year was \$4,504.00; of which \$1,650.00 was in the form of donations of goods and services; and \$2,854.00 was in cash (\$100.00 carried over from DIPCON XXI; \$1,834.00 in pre-reg, reg, and hotel room fees; \$770.00 in banquet ticket sales; and \$150.00 miscellaneous).

I am owed a total of \$229.70 (\$141.70 for hotel room fees; and \$88.00 for banquet tickets).

Expenses

Our total expenses this year were \$4,990.74, or thereabouts.

The Town & Country got \$170.38 for coffee & Danish; \$1,382.16 for the banquet; and \$300.00 for hotel room fees (plus another \$141.70 owed for hotel room fees); or a total of \$1,994.24.

Con promotion came to \$286.29 for printing, postage, and telephone expenses.

Awards and prizes came to \$2,401.13; of which \$1,650 was in the form of donation of goods and services; \$751.13 was in cash for: awards (\$181.45), tee shirts (\$242.80), programs (\$136.88), and DW #55 (\$190.00).

Subsidies to cover various pre-con con related commitments came to \$795.00.

Fotos (film and development) came to \$95.00.

The Open House cost \$169.08.

The Westgate Din & Dip event cost \$445.00.

PDORA gets \$25.00.

DIPCON XXIII will get \$171.00, \$100.00 carried over from DIPCON XXI, and \$71.00 from us, based on this year's official attendance, to use as seed money for next year's event.

My personal expenses at the hotel were \$259.00, if anyone is curious.

Creative Bookkeeping

Counting donations of goods and services as an even exchange, and deducting those expenses I am assuming personal responsibility for (e.g. \$100.00 for the phone, \$579.00 in subsidies, \$95.00 for fotos, \$169.08 for the Open House, \$445.00 for the Westgate event, & \$259.00 for personal expenses), or a total of \$1,647.08, the bottom line is that we took in \$2,854.00 in cash and spent \$3,347.66 in cash, or a net loss of \$493.66 (less the \$88.00 I hope to recover), or about \$405.66 in the hole.

And, when you add it all up or down, my total loss was about what I expected on a per head basis.

Yea, yea, I know it's bookkeeping.

FINAL THOUGHT

This year marks the 75th anniversary of the beginning of World War I, the 50th anniversary of the beginning of World War II, and the 25th anniversary of the beginning of postal Diplomacy. And if that doesn't make some of us feel old, I don't know what will.

"SERRA MUSEUM" OLD TOWN, SAN DIEGO, CA.

